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REVIEWED!

# POKÉMON STADIUM 2

More Pokémon  
than you can  
shake a  
Pikachu at!

FEATURING

Alone In The Dark  
Lady Sia  
Rayman  
Aidyn Chronicles  
The Mummy Returns  
Mario Party 3  
Spider-Man

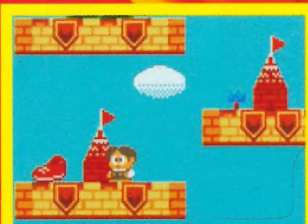
## BANJO- TOOIE

The bird and bear duo  
finally reach the UK!

NEW  
GAME BOY  
ADVANCE  
Games Reviewed  
and Rated



Pokémon Stadium 2



Rainbow Islands



Banjo-Tooie



GT: All Japan Racing

PLUS!

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COMPETITIONS: X-MEN, DUKES OF HAZZARD & THE EMPEROR'S NEW GROOVE TOYS & GAMES





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## EDITORIAL

Welcome to another issue of 64 MAGAZINE, and as you can see from the pictures, we all got a bit carried away this month

playing *Pokémon Stadium 2*! To be honest, it's hard to see how we got any work done at all, because everyone is getting excited about the forthcoming E3 show in Los Angeles, where – for the first time ever – Nintendo is going to have playable GameCube games! If that doesn't get your heart pumping then you're obviously not a true Nintendo fan... er, or possibly you're dead.

Anyway, there's loads of cool stuff to be getting on with this issue, but we do have a kind of announcement to make. As most of you will no doubt have realised by now, the N64 as a commercial entity is pretty much on the way out. There's less than a handful of titles left to appear over the next several months, and many shops have stopped stocking the games altogether. Does that mean that we're giving up on the machine? Hell no! We fully intend to cover the N64 until its last breath, and after that we'll be concentrating on the Game Boy and – of course – the GameCube. But (there's always a but), due to the dearth of N64 titles and the fact that the GameCube is still some way off, we reckon that at the moment we simply haven't got enough material to keep bringing you quality issues of 64 MAGAZINE as regularly as we have been. Oh, we could keep going and simply fill the space that should contain all the latest game news with any old tat (as doubtless certain other, less scrupulous mags will), but instead we're going to – for the time being at least – simply cut down on the number of issues we release. So, instead of a weak issue every month, we're going to bring you a packed issue every two months. This ensures that you'll be getting the best mag for your money that we can possibly produce. As the GameCube draws closer and there's more to write about... well, things will probably change again, but in the meantime that's how it's gonna be. Oh... by the way, hope you like our special gift to you, it'll make you the envy of your mates... honest!

Roy Kimber,  
EDITOR

## This issue we have mostly been... transformed into Pokémon!



### Roy

**Position:** The one in charge  
After his exposure to *Pokémon Stadium 2*, Roy transformed into a grass-type 'Pardonmon'. He wandered aimlessly around the office, responding to every question with the word 'pardon?' This continued for some time, until an unfortunate accident with some fertiliser.

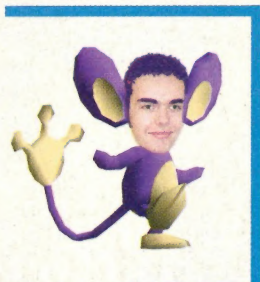
**Game Of The Month:**  
*Rainbow Islands*



### Paul

**Position:** Side-saddle  
It wasn't long before even Paul – never the world's biggest *Pokémon* fan – came down with Pokémonitis. He changed into 'Grumpymon' and spent the rest of the month muttering under his breath about the weather, the train service and the standard of life in general.

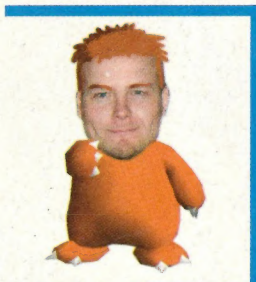
**Game Of The Month:**  
*Banjo-Tooie*



### Alex

**Position:** Bloke who reads a lot  
Alex evolved into 'Chattermon'. From then on, he simply couldn't stop talking, jabbering insanely and constantly voicing every pointless thought that entered his head. Eventually the inevitable happened and he won the job as breakfast show presenter on Radio 1.

**Game Of The Month:**  
*GT Racing*



### Nick

**Position:** Top crayoner  
New (and old) 64 MAG designer Nick made the transformation into 'Stinkymon'. After that it was all anyone could do to sit near him, as he stunk the office out with a peculiar smell of lavender whenever he rubbed his chin. Finally we sold him to an air freshener manufacturer.

**Game Of The Month:**  
*Spider-Man*



Turn to  
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subscribe!





La la la la la... 'merica!

## Pokémon Stadium 2

36

Love 'em or hate 'em, these little pocket monsters have had a profound effect on the Nintendo 64. Now they're back again in this sensational sequel to *Pokémon Stadium*.



## E3 Preview

24

It's the biggest videogaming event in the world and this year it's even bigger because Nintendo is coming and it's bringing the GameCube! Check out our preview of what you can expect to see...







## Aidyn Chronicles



**PAGE 50** More RPG-style action with lots of dragons, dwarves and sword-wielding heroes with daft names!

## Banjo-Tooie



**PAGE 60** We check out the UK version of Rare's other epic 3D platform adventure (the one without all the swearing!)

## Rainbow Islands



**PAGE 44** The Game Boy Color gets its own version of one of the most addictive arcade platformers ever!

## Mr Driller 2



**PAGE 48** Mr Driller's back to save the world, and this time he's doing it on the Game Boy Advance!

## Alone In The Dark



**PAGE 66** This would be the perfect Game Boy Color game to play on your own in a dark room... er, except that then you wouldn't be able to see the screen.



## Win stuff!

**32**

Games, toys, posters, mugs... we've got 'em and you can win 'em!



**76**

## 64 SOLUTIONS

Complete A-Z of Cheats



**NEW LOOK A-Z**

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Use our coloured section headings to find the pages you want. Fast!

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NEWS  
PERIPHERALS  
RUMOURS  
HOT ITEMS OF  
INTEREST

THE

64  
SHOWCASE



Welcome to 64 MAGAZINE's haven for all the latest news concerning Nintendo-related happenings around the world. If it's Nintendo, and it's interesting, then the chances are you'll read about it in here!



## GameCube Gets A Definite Date!

### THE FINAL DELAY?

Last month we reported on how Nintendo president Hiroshi Yamauchi mentioned the possibility of a four-week delay on GameCube's Japanese launch. Soon afterwards, an official statement came out of NCL, detailing an official launch date for the Japanese machine. Whereas the console was set for an end of July release, it has now been pushed back to 14 September, a delay of six weeks. The US launch has also suffered a similar fate, and the console will now hit the shelves there in November rather than October. This announcement seems to have come following

Nintendo's pre-E3 software analysis at the start of April. Hopefully the extra six weeks will help to iron out any problems. Check out the interviews section of this month's E3 preview feature for more on the software situation with GameCube.

As usual, Nintendo was extremely confident in light of the announcement and is looking forward to blowing everyone away at E3. This statement came out of Japan...

"Nintendo's priority has always been to develop the highest quality hardware and software at affordable prices – we will only bring out the very best, nothing

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### Titbits

#### ANOTHER FOR THE 'CUBE

Prolific Publishing has announced that it will be developing a GameCube title using NxN Software's digital asset management system, Alienbrain. Nothing much else has been said, but hey, it's another developer, right?

#### A WELCOME RAY OF LIGHT

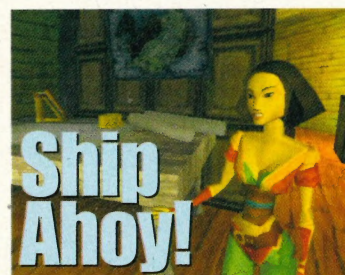
Developers Raylight Studios are to bring a version of their Game Boy Color title *GB Rally* to Game Boy Advance. They are also seeking to get a GameCube license, possibly to bring the rally game to the 'Cube.

## 64 Magazine In LA!

ALL THE LATEST STRAIGHT FROM THE US OF A

It's the show we've all been waiting for – as we approach the final straight in the run up to the greatest show of the past four years, Roy and Chandra are getting as much sleep as possible because one thing's for sure: between 16 May to 20 May, they aren't going to be getting much at all! Appointments have already been made with all the big GameCube backers, as well as a few that we reckon are hiding something special. Expect a huge E3 Review next issue, and if you can't wait until then, check out our 'not actually huge but still quite big really' E3 preview in this issue.

Just think, by the time you read this, we could have actually played *Mario* on the GameCube... aarrggghhh!



### Ship Ahoy!

TOMB RAIDER IS SO PASSÉ  
Interplay has announced that it will be bringing its potential *Tomb Raider*-beater *Galleon* to GameCube. Among the talented individuals working on the title are Toby Gard (designer and lead artist on *Tomb Raider*) and Paul Douglas (lead programmer for *Tomb Raider*). The publishers are aiming to get the game out for the US launch.

The original *Tomb Raider* was seen by many as a seminal title. If *Galleon* is anywhere near as good as *TR*, we're all in for a treat!

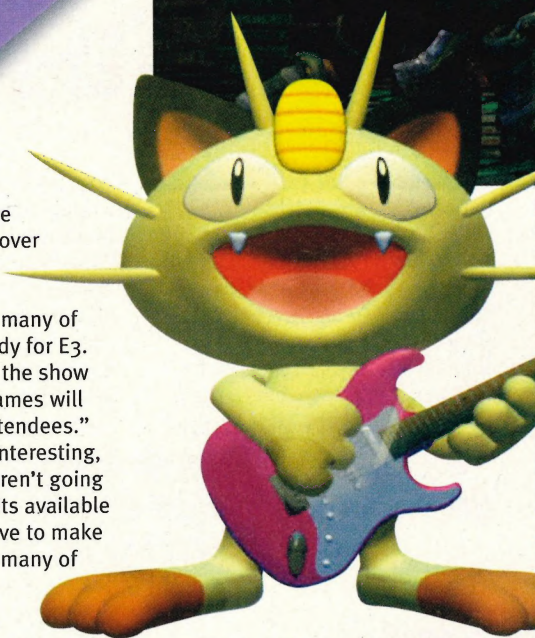




less." "We have already delivered over 600 GameCube development kits to outside developers and many of these games will be ready for E3. We have high hopes for the show and are confident the games will impress and astound attendees."

The second quote is interesting, considering that there aren't going to be many playable units available at E3 – perhaps we'll have to make do with video demos of many of the games. All will be revealed next issue...

**"We have already delivered over 600 GameCube development kits to outside developers and many of these games will be ready for E3."**



[Above] If you don't think this shot's impressive, then there must be something wrong with your eyes!



## SHOWCASE



**TOTAL GAMES.net**

## Titbits

07

### INTERACT WITH A PELICAN

Interact and Pelican, two console accessories manufacturers, have said that they will be showing GameCube accessories at this year's E3. Quite how they're going to design a pad when they don't know what the official pad looks like yet is anybody's guess, but rest assured there will be plenty of steering wheels.

### THE FUTURE'S FUSCHIA!

Nintendo has set a date for the fuschia version of the Game Boy Advance hardware. The unit (aimed at girls apparently) will go on sale in the US on 2 July, two weeks after the official launch. No date has yet been given for the PAL release.



### EVEN MORE HUMAN

Second Party developer Silicon Knights has released some more shots of the FMV from their GameCube title *Too Human*. We suggest that you put a towel by your feet before you look at the shot below.



### FANTASY IS FINALLY HERE...?

Japanese software giant Squaresoft is up and down like a yo-yo at the moment. Amongst other things, it mentioned that it would like to bring the *Final Fantasy* series to any platform that could conceivably go online. That would probably include GameCube, but you'll notice the company said "like to." The big question is whether Nintendo will let them...

# Sega Announces Team Players

**SOMETHING BIG IS COMING THIS WAY!**

Sega has finally released some solid facts (but only just) on what it has planned for GameCube. The company's two biggest teams, Sonic Team and Amusement Vision currently have projects underway with GameCube software. As yet, no titles have been announced, and we don't expect to hear anything more until E3, but the teams are responsible for titles such as *Sonic*, *Phantasy Star Online*, *Daytona*, *Fighting Vipers*, *Samba de Amigo* and *Burning Rangers* to name a few.



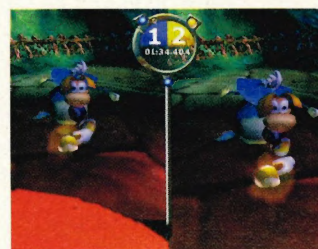
This is just the tip of the iceberg of Sega's support for Nintendo systems. Expect something amazing to be announced either at, or soon after, E3. We'll be tracking down Sega VP Charles Bellfield as soon as we step foot in the conference hall – don't worry, he won't get away!



## Fit To Burst!

UBI SOFT GOES OTT

Ubi Soft took a giant leap towards mega-publishing (wow, what a word) this month when it announced that it has 19 titles in development for GameCube! Although it didn't say exactly which ones, you can safely assume that *Rayman*, *Evil Twin* and *F1 World Championship* will be in there somewhere. The publisher also has seven titles for Game Boy Advance, 17 for Xbox and 22 for PS2.





# SHOWCASE



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## Titbits

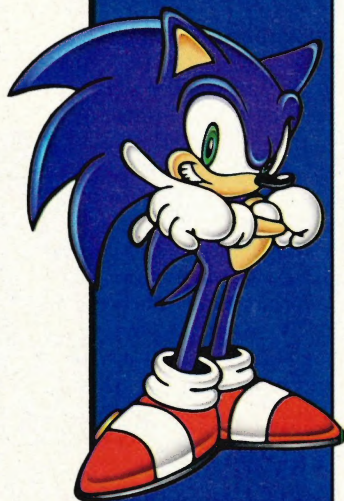
### T-MINUS TWO WEEKS

Capcom held a press conference a few weeks ago to tell everyone about one of its new PS2 games. No-one was really interested in that, and when asked about the state of *Biohazard 0*, Capcom representatives commented that they couldn't say anything until E3, however, they did show one thing from the game: the title screen.



### SONIC AT E3

It was thought that *Sonic* on the Game Boy Advance was being developed by Sonic Team, but in fact, it is being developed by a company called Dimps. Sonic Team will be involved in a supervisory role only. The game will be shown in a playable form at E3.



### ANOTHER CONFIRMATION

It's pretty much assumed that Paradigm is developing for GameCube, but it went and confirmed the fact this month, by posting a recruitment advert, in which the company said "Teams are currently working on projects for the Sony PlayStation 2, Nintendo GameCube and Microsoft Xbox." We're really looking forward to whatever title is in development - Paradigm rarely lets us down.



# Acclaim Ready Tu-rock?

THE DINOSAUR HUNTER STALKS IN THE E3 GRASS.

Acclaim finally made a statement regarding its GameCube plans this month. Unfortunately it just ended up creating more questions, rather than answering ones that we had. It announced that five titles would definitely be hitting GameCube before Christmas in the US, these being *Crazy Taxi*, *Dave Mirra Freestyle BMX 2*, *Extreme G3*, *NFL Quarterback Club 2002* and *All-Star Baseball 2002*. Notice how these are all multi-format titles? Many publishers are letting slip

their general plans for GameCube, but none are announcing any exclusive titles. It seems as though Nintendo won't let any exclusive news out of the door until their E3 briefing on May 16. Don't worry about the mighty *Turok* not appearing on the list. You can be sure that it is in the works - there have been too many hints over the

past six months for it not to be a reality. As usual, Acclaim had the same thing to say to us - the same thing that they tell everyone: "We have nothing on our list for GameCube that will be at the show." What does that mean exactly? You're only going to show stuff that isn't on your list? Damned PR people...

**"It seems as though Nintendo won't let any exclusive news out of the door until their E3 briefing on May 16."**

## Flippin' Heiko!

CHECK OUT THIS PICTURE!

As we reported last issue, TDK Mediactive currently has a couple of titles in the works for the Game Boy Advance, namely the gorgeous looking *Lady Sia* and *No Rules*. We spoke to Heiko tom Felde, TDK Mediactive company director, and asked him what was planned for Nintendo systems:

"Our target to deliver a growing portfolio of serious games for platforms makes Nintendo's GameCube very interesting for TDK Mediactive. We can imagine some beautiful scenarios to be realised on a powerful console."



Take a long, hard look at the shot Heiko has given us. Then tell yourself that this is computer generated, possibly on a certain next-generation platform... we're saying nothing!

## Retro Looks Back

HERE'S WHAT COULD'VE BEEN...



Retro Studios, the developer of the GameCube version of *Metroid*, has released some artwork from the now-canned racer *Thunder Rally*. The title was axed in favour of concentrating on the company's other titles, *Metroid* and *Runeblade*. The shots opposite show the sort of detail that we can expect from GameCube titles and if this is anything to go by, then we're in for some amazing stuff! Roll on E3!

## Slowing To A Halt

ONE OF THE N64'S LAST GAMES SHIPS

One of the last titles for the N64 has finally been released in Japan. The much-touted *Animal Forest*, which was going to be one of Nintendo's communication games, hit the shelves on 14 April. The game is available in two different forms: on its own, or with a bundled memory card. Apparently the card allows you to play various mini-games with your friends. As far as we know, there are only two more titles due for release in Japan, those being *Powerful Pro Baseball* and *Derby Stallion 64*.





# Handheld Hot Cakes

HALF A MILLION GBAs SHIFTED ALREADY!

The latest sales figures have come in from Japan concerning the Game Boy Advance. Nintendo managed to sell through 531,000 units in just four days! In comparison, the PS2 sold just 70,000 units in the same week. With Japanese sales doing so well, and new games being announced all the time, it doesn't seem like anything can stop Nintendo in the handheld sector, especially when the graphics are improving with every week that passes. Check out these shots of *Broken Sword* if you don't believe us!



# 64 Magazine Supports... Bandana Week!

Yes, Roy's dream has come true – finally he's going to be able to legitimately wear a bandana out in public! 'But why?' You ask. 'How could this nightmarish scenario have come about?' The answer is that it's all for chaaaarity, mate! (To be read in a suitably Harry Enfield, 'Smashie and Nicey'-type voice.)

Basically, the week of 25 May to 4 June is Bandana Week, in aid of the Teenage Cancer Trust. Everyone is being encouraged to buy bandanas and wear them in support of the charity, and so far loads of famous (and not-so-famous, ie: us) people have pledged their support. If you'd like to join in, show your support and raise a bit of money for a worthy cause then you can purchase bandanas for £5 each from branches of Topshop, Tie Rack and Pilot or from the dedicated website [www.bandanaweek.com](http://www.bandanaweek.com). The website also contains more details of events and activities connected with the week.

Don't let the photos of Roy and Paul put you off – get out there and wear a bandana today!



# 64 MAGAZINE CHARTS

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## NINTENDO 64 TOP TEN

Position	Game	Publisher	64 Mag Score
1	Banjo-Toolie	Nintendo	93%
2	Conker's Bad Fur Day	THQ	96%
3	WWF: No Mercy	THQ	95%
4	The World Is Not Enough	EA	94%
5	Star Wars: Battle For Naboo	THQ	90%
6	Pokémon Stadium	Nintendo	88%
7	Lego Racers	Lego	76%
8	Pokémon Snap	Nintendo	90%
9	Mario Tennis	Nintendo	92%
10	Lode Runner	Infogrames	82%

## GAME BOY TOP TEN

Position	Game	Publisher	64 Mag Score
1	Pokémon Gold	Nintendo	90%
2	Pokémon Silver	Nintendo	90%
3	The Simpsons	THQ	55%
4	Super Mario Brothers	Nintendo	N/R
5	Rugrats In Paris	THQ	73%
6	Robot Wars	BBC Interactive	N/R
7	Lego Island 2	Lego	N/R
8	Tetris DX	Nintendo	N/R
9	Pokémon Pinball	Nintendo	80%
10	Pokémon Yellow	Nintendo	N/R

# DVD review



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# When I'm



**Effing Great!**

Dear 64 MAGAZINE,  
I would just like to say a couple of words about your mag. First of all the Number One reason why I like your mag is because of your swearing – eg: in issue 51 when you were reviewing *Conker's Bad Fur Day*, you used the word sh\*t, most game mags wouldn't even use the words 'shut up' which makes your mag Number One for swearing. My second reason is I can always trust you to tell me which games are sh\*t and which games are worth spending money on, which again makes you my Number One mag!

I've only got one more question, er... well, I sort of need your opinion: which one of these three games is the best, *Conker's BFD*, *Banjo-Tooie* or *Star Wars Episode 1: Battle for Naboo*?  
Stefan Lazić, London

Er... cheers Stefan. We'd obviously like to think you bought 64 MAGAZINE because of all the hard work that goes into getting you the latest, most up-to-date info on all that's new in the world of Nintendo, but if you like it because we use 'naughty words'... well fine!

Incidentally, the word you're referring to was, actually, 'shot', and we asterisked out the 'o' because Paul has a fear of four-letter words that rhyme with the word 'plot'. Weird, but there it is! Oh... and it was a preview, not a review. And you should definitely get *Conker's Bad Fur Day*, considering your love of swearing, although we're guessing that you might not be old enough to buy it just yet...

## A Nintendo Rookie Writes...

Dear 64 MAGAZINE,  
Firstly, I am very impressed with the standard of your mag. I only started getting it from issue 50 and it has given me some very useful information about the launch dates of the GBA and GameCube which I am eagerly looking forward to, as most (if not all) the readers of this mag doubtless are. Much to my dismay however I have just discovered that the launch of the GameCube



**Got something you want to get off your chest? Then write in to us and let other gamers know what you think!**

## STAR PRIZE

Got something to say? Something that you think other gamers ought to know about? Then write to 64 MAGAZINE! The Star Letter each month wins the top four chart N64 titles courtesy of those incredibly nice people at GAME! Can't say fairer than that...



**GAME**



## Contact 64 Magazine

By email: 64mag@paragon.co.uk

By post:

**When I'm 64**  
64 MAGAZINE  
Paragon Publishing  
St Peters Road  
Bournemouth  
BH1 2JS

**WIN!**  
The Top Four Games From The N64 Chart!

Letters may well be edited for length and other reasons. All letters are read, but as a general rule personal correspondence will not be entered into – we're pretty busy you know!

## Prize Winner

### Those Were The Days...

Dear 64 MAGAZINE,  
Remember the gory days? (We're assuming you mean 'glory days', or do you just live in a rough neighbourhood? – Roy) When we N64 owners could smugly fend off PC and PlayStation fans alike with one word: "Goldeneye". When Nintendo and Rare turned out masterpiece after masterpiece, each cartridge falling neatly onto high street shelves. When Nintendo's people abided impatiently under anticipation of *Zelda 64*...

Yet times change, and so does the games market. Sony's PlayStation took gaming to a populace that had previously ignored games and consequently didn't understand them. Not even the PS2 can shake PSOne's grip on the general public. The N64's presence in shops continues to fade: I can't even find *Majora's Mask* anymore. And as for Sega: they've all but given up.

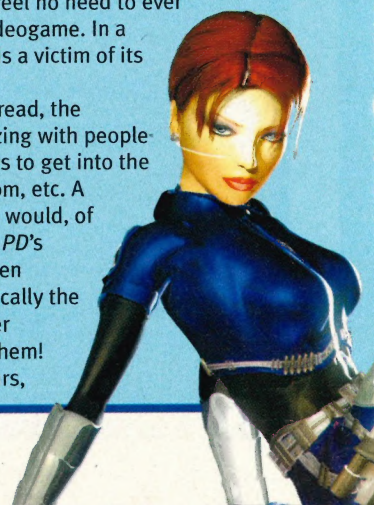
Endings can be unceremonious, but the N64's demise will be stylish. What with great games like *Perfect Dark* and *Zelda: Majora's Mask*, Nintendo has hardly resorted to

putting us on 'cold turkey.'

Some say that *Perfect Dark* was too little, too late (heresy!) Nay, it was too *much*, too late. You see, by the time it was released, the N64 was heading gracefully for the exit, and not many "casual gamers" could be persuaded to buy *PD*. On the other hand, the loyal fans who did purchase it were overwhelmed by its quality (what's going on with your Top Ten, by the way?) As a proud owner of *PD*, I feel no need to ever buy another videogame. In a way, Nintendo is a victim of its own success.

Even as you read, the Internet is buzzing with people discussing ways to get into the G5 meeting room, etc. A cheat cartridge would, of course, extend *PD*'s replay value even more... but typically the shops no longer bother to sell them!

I hear rumours,





will not be until next year in the UK! This will, however, allow better games to be produced before then. By the way, I got the date from your website which is very good.

Also I was just wondering if there was a reason for having the PAL and NTSC versions rather than just one for N64 games? I only got my N64 earlier this year so I do not know about it. I discovered the difference when I visited the USA, I decided to buy games while I was there, but I was told that they would not work as the USA uses the NTSC games and so they would not work properly on my PAL version UK system.

Well done again for the mag.  
James Parry, Reading

You've only been reading since issue 50? Where have you been?! Glad to hear that you like TotalGames.net though – all those day-glo ads weren't in vain after all. As to the PAL/NTSC question, we'll pass you over to Professor Chandra, 64 MAGAZINE's master of all things technical...

"Ahem! Right... NTSC refers to Japanese and US systems. The traditional connection to TVs in these regions is RGB Scart or Composite AV Phonos. In Europe, the standard connection is the aerial socket or Co-Axial. Our TVs are capable of delivering a more detailed picture, as they display 17.5% more lines on the screen at any one time. Unfortunately, this means that the console has to work 17.5% harder in order to display the picture. This extra strain on the CPU results in one of two things:

1) The picture you get displays as it would on a non-European NTSC TV, ie: you don't get a full-screen picture.

2) You get a full-screen picture, but the speed of the game is slower.

Whichever way it goes, it means that the developers have to make a different version of the game for PAL regions, thus, we generally have to wait longer for our games.

The only way to avoid this is for everyone in Europe to use RGB SCART as a standard connection. Any TV less than five years old will have this connection, but there are still a great many people that use the usual Co-Axial connection.

Sega did well with the Dreamcast by giving players the option to choose the NTSC/60 MHz mode, therefore, if you had a SCART socket, you could play the game as it was supposed to be. This is probably (hopefully) how the GameCube will work."

## LETTERS



### Love Thy Nintendo

Dear 64 MAGAZINE,

Let them speak, but don't let them get over it! Just like David F, my mates think that PSX has ruled, they brag about it as if it is important!

Well I think that they're wrong about it. N64's graphics and gameplay are much, much better than PSX's!

My father shouts at me when I keep playing for several hours on N64! I get nervous and start shouting, and that's because I'm attracted to it. Anyone that

is reading 64 MAGAZINE and is planning to buy a console, I advise him to buy an N64, because there is nothing like it. It's cool, strong and the best of all!

Charly Habib, Lebanon.

Er... right. You're attracted to your N64? Well, whatever rings your bell I guess. However, we can't fault your enthusiasm for the console, and it's good to know that 64 MAGAZINE is still reaching an international audience. It never ceases to amaze us quite where in the world issues of the magazine manage to pop up!

### A Heretic!

Dear 64 MAGAZINE,

I am a first-time writer and a long-time reader. I have read every issue of 64 MAGAZINE and every issue of N64 Pro and to be honest with you I am appalled with some of today's gamers. For instance, take issue 50's Star Letter – he had a few good points but I think he should have his head examined because when he comes to cartridges he is talking bull,



though, that the GameCube will launch with a *Perfect Dark* sequel. Can I possibly resist? It would be like squeezing a camel through the eye of a needle, except less Biblical.

It is heartening to know that 64 MAGAZINE is still on the go through these difficult times, but I fear the end is nigh. Now excuse me while I go and play *Area51: Rescue* for the gazillionth time...  
Andrew Mcneill, Glasgow

Okay, we have to admit it. The N64 is coming to the end of its run, but let's face it, it's had a good innings! And as you say Andrew, there are several games which people are going to still be playing on their beloved black console for many years to come. Not sure about never needing to buy another videogame though... although you're obviously already excited about the promised GameCube sequel to *Perfect Dark*, and once you've got yourself a GameCube in order to play *that* game, are you really going to stop there? Don't think so! Of course, if you really don't want any more games for your N64, then feel free to send back the four titles that GAME is sending you for getting the Star Letter this issue...

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# LETTERS



## Oops, We Did It Again!

Dear 64 MAGAZINE,

I'm afraid you're constantly making mistakes in that little magazine of yours. It's a shock, I know. I mean, how can such talented writers make mind-bogglingly simple cock-ups? Well, I am here to do my Dennis Norden impression and point these things out...

Joseph Usagi correctly pointed out that you said there were only 20 new Pokémon in *Gold/Silver*. Okay, this was a typing error, and you can be forgiven.

However, in your response to his e-mail, you said: "Celebi is actually the 101st, making a total of 252 if you include Mew." This is incorrect.

Mew is number 151, Celebi is number 251 (Internet research) Seeing as neither of these are in *Gold/Silver*, it means the available ones in the game go from 152 to 250. This means there are 99 new Pokémon to find and NOT 100, this also means there are actually 251 in existence and NOT 252.

I feel pride in that I know more than you, so-called experts.

Thank you for your time,  
Thomas Crowther, via email

Oh bloody hell! Yes, okay, we got it wrong again. Celebi is indeed the 251<sup>st</sup> Pokémon, so you're right and we were wrong... again. We've ritualistically flailed our so-called in-house Pokémon 'expert' and promise that it'll never happen again. To be honest, we're pretty good on most things, we just get a little confused by the umpteen trillion different Pokémon. So... well done, you're the best, woo-hoo, you can die happy. Hurrah.

PS: The 'talented writers' in 'this little magazine' of ours corrected all the spelling errors in your letter for you.

the cartridge and the CD both have good qualities such as:

- CDs look better.
- Cartridges are harder to break.
- CDs can't hold much memory.
- Cartridges can save games without the need for a memory card.

Now look, I could go on about CDs and cartridges for the whole of this damn letter but I have other issues to talk about. Firstly, I have to say that the PS2 is a cool machine when it comes to its games but in my opinion it looks like a portable radiator and have you seen that it has a whopping big fan on it? However I think that the GameCube is going to do amazingly well when it arrives on the shores of the UK.

Secondly, I have to bow down to the creators of *Zelda: Majora's Mask* because that game has blown me away. It has been a lot better than *Ocarina Of Time* because that was just really small, however the only game that I can say that has beaten *Zelda* in the RPG category is *Final Fantasy IX*. I am a great lover of adventure games such as *Monkey Island* and I am a great lover of RPGs such as *Final Fantasy*, so my final words on this subject are: hats off to the creators of these titles.

Finally, wouldn't it be great if all the companies such as Sega, Nintendo, Sony and Microsoft all came together and created a sort of super-console so that you wouldn't be rowing with your brother or mates over who had the better console, and also the console could end up being infinitely more powerful than any console that one company could make on its own.

Dean Foster, Shrewsbury

You reckon *Final Fantasy IX* is better than *Zelda: Majora's Mask*, do you Dean? Them's fighting words where we come from! Anyone else got a point of view? As

for it being better if everyone came together and created a super-console – while we might well get a powerful console, it would mean that one company would dominate the market and have absolute say on prices and what could and couldn't appear on that machine, which as far as we're concerned would not be good at all! Plus, if there was only one console on the market, then it *wouldn't* necessarily have to be super-powerful, because there would be no alternative to it! At the end of the day, competition breeds innovation, and means that consumers get more choice. The day that all the big boys get together and form SegSonTendoSoft will be a dark day for videogamers everywhere!

## Stop Criticising!

Dear 64 MAGAZINE,

Why do some people always complain about the quality of N64 games? I feel that if they have a problem with the games then they should have thought about that when they purchased their N64 and they should just move on and 'sling their hooks'.

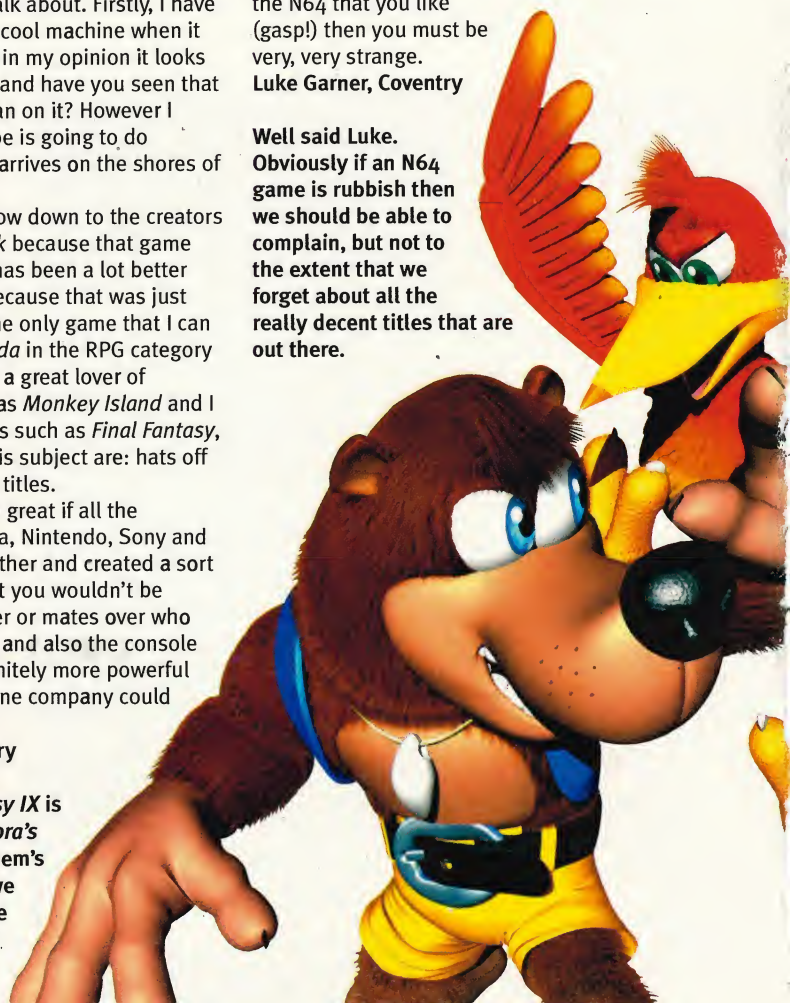
There are plenty of top quality games out there, for example: *Zelda*, *Zelda 2*, *Goldeneye*, *Banjo-Kazooie*... I could go on for ages but you get the picture. There are so many games on the N64 that are miles better than those on the PlayStation or Dreamcast.

The bottom line is that people should focus on the good points of the N64 and not so much on the bad points. Just get on with it and find a game you like and if you can't find a game on the N64 that you like (gasp!) then you must be very, very strange.

Luke Garner, Coventry

Well said Luke.

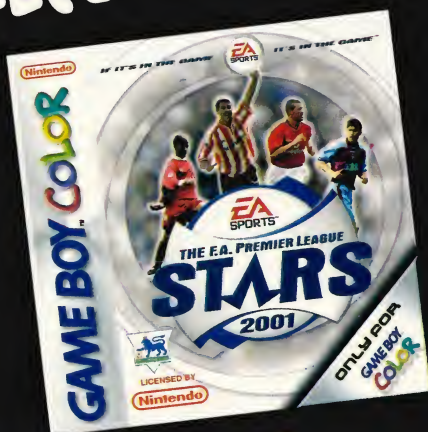
Obviously if an N64 game is rubbish then we should be able to complain, but not to the extent that we forget about all the really decent titles that are out there.



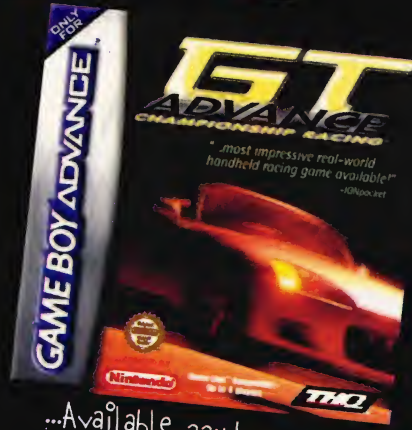




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64 MAG-JUN

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# 64 sight

See the games of tomorrow today!

- 14 **Spider-Man: Mysterio's Menace**
- 15 **Dark Arena**
- 16 **F14 Tomcat**
- 17 **Tony Hawk's Pro Skater 2**
- 18 **Rayman**
- 20 **Lady Sia**



## Spider-Man: Mysterio's Menace


Up for an incy-wincy bit more fun?

**D**ear, dear, dear! Everywhere you go these days it seems to be Spider-Man this and Spider-Man that! Oh look, there's a movie coming out! Golly gosh, there's a plethora of videogames on the horizon! What are Spider-Man fans to do? Well, to be honest, probably wet their pants in excitement, especially if they are planning on getting Game Boy Advances. *Spider-Man: Mysterio's Menace* from Activision promises to be the webbed wonder's wildest adventure yet as Mysterio manages to place the whole city under a horrible illusion that only Spider-Man can stop. These few screenshots show just how great the game is looking and if the rumours

bouncing around are true, then the game will be just as cool to play. Information is sparse at the moment, but as soon as we hear anything, you'll be the first to know! ■



[Above] In the heat of the moment, the bad guy said some pretty nasty things about Spiderman's mother, the cad!

 <b>SPIDER-MAN: MYSTERIO'S MENACE</b>	
→ PUBLISHER	Activision
→ DEVELOPER	Vicarious Visions
→ UK RELEASE	Autumn



[Above] In his spare time, Spider-Man likes to unwind and take his mind off the horrors of the day by going along to his ballet classes. Except he doesn't wear a tutu, obviously.





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**GBA goes FPS!**

# Dark Arena



**S**trictly speaking, the Game Boy Advance shouldn't be able to do what Graphic State is planning. As we all know, the GBA is not a 3D system and, by rights, wouldn't be able to cope with a first person shooter... or would it? As you have probably guessed by now (if you have already looked long and hard at the screenshots plastered around this page) it seems Graphic State and Majesco have come up with an engine that can replicate the style of a first-person shooter and all the blood-crazed fun that comes with it.

So, if you have a disturbing thirst for buckets of blood, huge weapons and more creepy monsters than the whole *Hellraiser* series combined, then you will be delighted to discover that the GBA is to play host to a first-person fight to the death that goes by the name of *Dark Arena*!



The game places you in an abandoned training camp where genetically engineered creatures (which were designed to test the trainee soldiers) have gone a bit mad and killed everyone, leaving only you (yes, you) to try and escape with your life. Or what's left of it. Anyone who's played a game of this genre before – and let's face it, very few gamers haven't – will know exactly what to expect. You must wander around a series of long corridors, carrying a bloody big gun and blasting the hell out of anything that moves. There are six weapons for you to search for and a few of

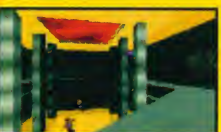


**[Above]** All you've got to do is sneak up to that goon and quickly stick a bullet in his head. Be careful now, he looks quite hard.

them even have a sniper mode, which always comes in handy!

You get 20 massive levels for your money, plus a mass of FMV sequences and the game can also be linked to three other GBAs for tons of deathmatch carnage. Although still in its early stages, *Dark Arena* nevertheless looks rather fine and should be out sometime before the end of the year. We can't wait! ■

**[Below]** Caught short on a large level that's got no toilets? Just go in the corner – it's not as if anyone'll notice...



**[Above]** Alright darlin', we'll get the parts in to fix your roof but it won't get finished until Christmas, give or take...

## DARK ARENA

→ PUBLISHER Majesco  
→ DEVELOPER Graphic State  
→ UK RELEASE Christmas 2001





64SIGHT



16



A game guaranteed to take your breath away!

# F14 Tomcat



[Above] *Ok then...A5. Hurray! I have sunk your battleship! Return fire if you dare...*

Those magnificent in their flying machines, they go up diddly up up, they go down diddly down down... and all that sort of nonsense. Still, if you fancy yourself as a Tom Cruise or (God forbid) a Val Kilmer, then you'll be pleased to hear that Majesco is about to release a game for the GBA set to satisfy even the most war-scarred of fighter pilots.

F14 Tomcat is a flight sim (obviously) based upon an early SNES title called *Turn And Burn: No Fly Zone*, and as you can imagine, it features plenty of dogfights, a large arsenal of weapons, loads of things to blow up and some hot chicks to boot. Well, okay, maybe not that last one, but it will have everything else that fans of the genre demand, and of course, enjoy!

As pilot of your F14, you're granted access to all that the plane can offer. You can fire off a few Air Interceptor



missiles, take pot-shots at MIG 29s with your 20mm cannons and show off your handling skills as you try to out-fly your opponents. But bear in mind that after each mission you've gotta fly back to your carrier to be debriefed otherwise you'll get into terrible trouble!

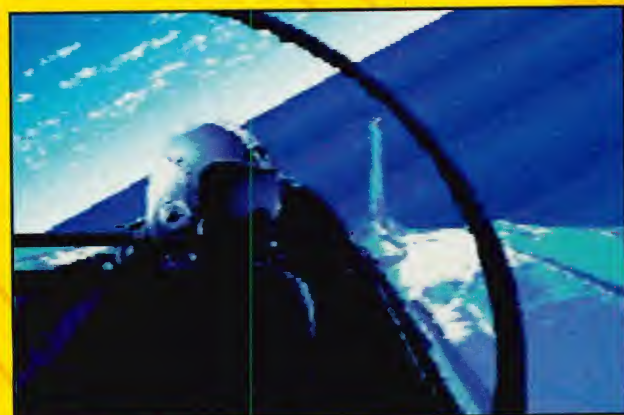
The graphics, although unable to support full 3D effects, can emulate that look because of the GBA's damn

fine sprite capabilities. Because of this, the game still looks and feels like a 3D shoot-'em-up – and you can fly in any direction you please.

The added bonus of course is that this title – like many of GBA ones – offers a multiplayer option that allows you and your friends to fight it out to the death. The game should be released in the USA in July and here... well, soon after, hopefully! ■



**F14 TOMCAT**  
 PUBLISHER: Majesco  
 DEVELOPER: Virtuaflight  
 UK RELEASE: TBA



[Above] *I really feel sick. I haven't felt this bad since that ill-advised attempt to row across the Atlantic in a washing-up bowl!*





64SIGHT



# Tony Hawk's Pro Skater 2

**Time for a little bump and grind!**

**T**here hasn't really been a version of *Tony Hawk's Pro Skater* that has been unsuccessful, so why should that trend stop for the GBA? The answer is that it probably won't. From what we've seen so far of this wonderful little skateboarding title, the game is looking very nice indeed!

*Tony Hawk's* places you in the role of professional skater Tony Hawk (hence the title) and you must pull off as many stunts, tricks and dangerous moves as possible to unlock new areas and become the best darn skater in the world.

Many of the levels from the Dreamcast and PlayStation versions of this game have been transferred directly over to the GBA. However, because the GBA is not a 3D machine (as stated so many times before) the action is now viewed from fixed angles. You can still skate in New York, The Hangar, France, A School Yard, and Skate Street but there are now also some new secret areas – designed specifically for the GBA – for you to unlock. Another important

point to mention is that the multitude of moves you get to pull off in the other versions of this title can be achieved in this game, which is a relief as the temptation to simplify things for the handheld must have been a great one. Other familiar features are also all here, including the hidden tapes and letters to search for, plus lots of cash to collect!

Aside from the fact that the game looks fantastic, it also plays very well and doesn't suffer in the least from its move to the GBA. You can be sure of a review of this title just as soon as we get our grubby mitts on it! ■



[Above] This is my new special skating move. I call it the 'Sudden Need To Get To Casualty Before I Lose Too Much Blood'.



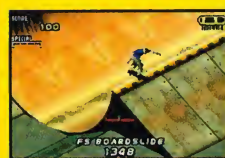
**F14 TOMCAT**

→ PUBLISHER  
→ DEVELOPER  
→ UK RELEASE

Activision  
Vicarious Visions  
Summer



[Above] Hey dudes, how about we get some air, pull a kickflip and say some more stupid phases that no one else uses!



[Above] This looks far too dangerous. Maybe he should consider a safer hobby like, say... hopscotch?

## NO FLASHY SLOGANS...



**TOTAL  
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18



# Rayman Advance

*He's at least twice as mad as Paul, and he's got no limbs!*

It's been a while since Rayman, 'the limbless wonder', last bounced onto our screens. To be honest, no-one's really missed him – no helplines have had to be set up, no counselling services have been overrun with tearful teenagers demanding to see our hero chuck his hand at someone again, and, quite honestly, Rayman's something of a bit-part player on the console scene. And that's a shame, because games featuring this likeable bundle of extremities have normally been pretty top-drawer – much like this latest instalment on the Game Boy Advance.

Like all the other *Rayman* games, you control our gangly hero as he rampages across various tried-and-tested platform environments, lurching over unsteady walkways, and collecting little blue crystals in the same way Mario snaffles coins and Sonic stows gold rings. Our disconnected friend must also overcome all kinds of foes by battering them with his oddly detachable fist. Other than that, the gameplay is fairly standard platform action from the word go. But, there are a few different sublevels to be getting on with, like our personal favourite, when Rayman ends up flying around on the back of a giant pink mosquito! No, really!

One of the first things that hits you about *Rayman Advance* is the lushness of the graphics. What we have here is continuous four-level parallax scrolling on a full-colour handheld console the size of a small cornish pasty. It's pretty impressive. What's gonna really



## The Mind Boggles...

Games programmers, let's face it, must be a pretty odd lot. These people are hired because of their coding skills, their artistic flair, or, in the case of *Rayman Advance*, their ability to design some of the most, er, warped platform environments yet seen on a handheld console! Seriously though, you've got to be a bit mad to dream up the vividly colourful, cartoonish levels we are presented with in *Rayman Advance* – but it's just this kind of loopy game design that gamers crave. Dig those kerazy colours and go psychedelic, maaan!



**RAYMAN  
ADVANCE**

→ PUBLISHER  
→ DEVELOPER  
→ UK RELEASE

Ubi Soft  
Ubi Soft  
June 2001





[Above] Rayman unwisely stuck his head in the unattended guillotine.



play, with just the right mix of hilarious platform antics and a hard-as-nails challenge. In fact, several of the stages we encountered were fiendishly difficult – a bit of a change from the normal Game Boy platformer!

This game looks like it could be something of a GBA classic, so we'll be keeping you posted and reviewing the finished article in a future issue of the magazine. ■



[Above] Standing under the world's biggest fruit tree was a hobby fraught with danger.



impress gamers is the fact that, as Rayman wanders through the game, he's surrounded by fluttering bluebirds, swooping sparrows and frolicking toadstools (yes, this title even has funky fungus!) These effects add a great deal of depth and humour to proceedings, and it's sometimes quite distracting to constantly find woodland creatures under Rayman's feet while you're trying to get him across a difficult section of a level!

It should be pointed out at this stage that the preview code we got hold of from those hardworking boffins at Ubi Soft was prone to the odd crash, but the game will doubtless be totally sorted well before its release in June. That said, this title is already seriously impressive to look at, and a riot to



[Above] Bluebottle Airways flew daily from Stanstead to Majorca – stopping at every heap of dog dirt in between.



[Above] Rayman comes across an old Sesame Street favourite, Mr Snuffleupagus currently battling with anorexia.

## NO EMPTY PROMISES...







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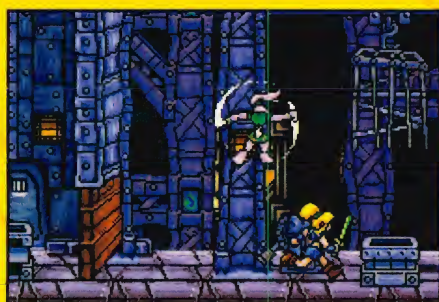


# Lady Sia

*She's a lady... woah, woah, woah, she's a lady!*

It's true what they say, y'know, about 'a woman scorned'. Any man who has ever, for whatever reason, got on the wrong side of 'the fairer sex', will know exactly what that phrase means! So, for all those evil creatures who have attacked and destroyed Lady Sia's beloved homeland, well, they'd better watch out, because she's about to go on the rampage! TDK Mediactive has only just stepped into the warm waters of videogames, but so far it has been making a rather good name for itself. Its latest title (and

[Below] Just say 'NO' kids! What in the name of Mr Miyamoto has been going on here? It's the crazy world of Lady Sia alright!



[Above] Look at this wacky-looking statue! It's like a cross between the Krypton Factor and Scrapheap Challenge – but without that balding bloke who used to be in Red Dwarf.

first for the Game Boy Advance) looks set to be just as impressive as any of the other platform games heading towards the world's newest and coolest handheld! *Lady Sia* looks fab! Inspired by Japanese anime and sporting some glorious graphics, the game pits the femme fatale against a whole host of formidable foes across four action-packed worlds!

The game features 21 different evil creatures to beat into submission, contains loads of bonuses, tasks and secret passages and one of the good Lady's special talents involves an



[Above] This looks as though this bad guy's greatest weapon is a bit of paper that he wafts at you! Ooh, scary!

## UK LADY SIA

→ PUBLISHER TDK Mediactive  
→ DEVELOPER RFX Interactive  
→ UK RELEASE July/August 2001

incredible transformation into a giant sasquatch! We've yet to test the actual playability of *Lady Sia*, but if TDK has put the same amount of effort into the gameplay as it has the graphics, then *Lady Sia* could spell good news for Game Boy Advance owners all around the world! ■



[Above] "They don't like it up 'em!" as a Dad's Army character would say. By the size of that trident, we can sympathise!



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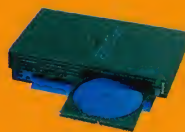
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# FEATURE



Written by:  
Roy Kimber

# But What Does It All Mean?

**A cut-out-and-keep guide to... the Game Boy Advance.**

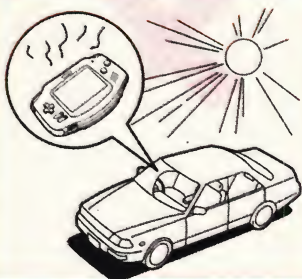
If you're lucky enough to have bought yourself (or had someone buy you) a Japanese Game Boy Advance, then doubtless you're having a whale of a time with it. However, what you might not realise is that you're missing out on some very important information! The Japanese Game Boy Advance

manual – which is, predictably enough, printed in Japanese – has six pages dedicated to Dos and Don'ts. Basically, it tells you exactly how you should handle your GBA. Some of these are fairly obvious, such as don't drop it (well... duh!) and don't pour water on it, but there are also a few more unusual ones, at least that's what Roy (self-proclaimed Japanese language expert following

his six lessons in the subject three years ago) reckons. Here, courtesy of said linguist, are our top-ten favourite Game Boy Advance manual warnings, starting from ten and working upwards...

## At 10... Don't use it as a sun visor for your car.

Good advice this. Basically, no matter how tempted you are to try this... don't. The Game Boy Advance is just too small to give effective coverage from the sun's rays and if you do attempt to use it for this purpose you're only going to come back to a very, very hot car. So don't do it.



## At 9... Don't let it take up smoking.

Very healthy advice this. After all, we all know that smoking is not only an incredibly disgusting habit which turns your fingers and teeth yellow, makes your clothes smell, gives you fantastic halitosis



and gives total morons the illusion that they look 'cool' while doing it, but it is also a major cause of lung cancer, which – let's face it – is pretty bad! Taking all this into account, Nintendo would like you to ensure that your little GBA remains a non-smoker, forever.

## At 8... Don't try and use it for some kind of majorette routine.

While the attractive look and ergonomic stylings of the GBA might make it tempting to take two of them, tie them together and then enter some kind of gymnastic competition, it's not a tremendously good idea. Extensive laboratory tests have shown that centrifugal forces acting upon the GBA's graphics chip can result in the visuals of every game starting to resemble the N64 version of *Power Rangers: Lightspeed Rescue*, and you certainly

don't want that! There's also the danger that passing Nintendo fans who haven't got their own GBAs may well become hypnotised by the movement of the little techno-marvel so that you end up with a posse of people following you around like some latter-day Pied Piper.



## At 7... Don't try and steer your car with it.

Bit of an obvious one this. Quite simply: don't become so enamoured by the GBA's fantastic racing games that you make the mistake of believing that the wonder-console can actually drive your car for you. No matter how smooth the cornering of the jet-powered vehicles in *F-Zero*, it still doesn't mean that your GBA will be able to successfully negotiate your battered Vauxhall Astra around a hairpin bend on a small country lane in Dorset. Trust us on this, it simply doesn't work! Incidentally, we know the number of a great mangled vehicle recovery service in case you ever need one...





# FEATURE



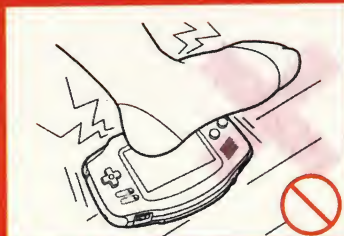
## At 6... Don't... er, keep it in your pocket.

Not really sure about this one. After all, it is a handheld console designed to be taken places and as it's pocket-sized, the obvious place to carry it would indeed be in your pocket! We're fairly sure this instead refers to the danger of forgetting that the GBA is in your pocket and sitting on it, thus rendering it anything from mildly damaged to totally inoperable, depending on the size of your bottom... which is actually something worth thinking about.



## At 5... Don't try to wear it as a shoe.

Yes, fairly sound advice this. It might be the most powerful handheld machine on the market, but when it comes to doubling as footwear, the Game Boy Advance just doesn't cut it. You can tell really, by the way that the design engineers totally omitted a hole for you to insert your foot into (unless you've got really, really small feet, in which case they might fit into the cartridge slot, however we wouldn't recommend trying).



## At 4... Don't use it as a fire extinguisher.

Not something that many of you would probably have thought of doing, admittedly, but in this age of American-style 'sue them all' attitudes, it's wise to cover all the bases. In case of fire, don't try and put it out with your GBA. Chances are you won't extinguish the fire (unless it happens to be a really, really small one) and you're liable to find that when the fire



eventually dies out, your beloved console has vanished to be replaced by a small puddle of strange-smelling charred plastics. You have been warned.

## At 3... Don't let snowmen or miniature heaters play with it.

Yes, as anyone who's seen the film *The Snowman* knows, Aled Jones' rendition of 'Walking In The Air' gets really annoying after a while. Er... that is to say, you can't trust snowmen. They break things. In fact they break everything. Give a snowman your GBA and before you know it, it'll be in pieces on the floor. As for miniature heaters... well, they're just like snowmen, only hotter, and with less in the way of opposable thumbs, so don't trust them either.



## And finally, the Number One thing not to do with your Game Boy Advance... Don't... er, well, don't touch it!

Yes, if you really want to ensure that no harm comes to your Game Boy Advance, then Nintendo's advice is... don't even touch it. In fact to be extra safe, don't even remove it from the packaging. And wrap the packaging in bubble-wrap. You'll still be cool – just owning the machine gives you a certain status – but you won't risk damaging this masterpiece of technology. Better safe than sorry!



## At 2... Don't taunt small children with it.

Important one this – don't use your Game Boy Advance to tease small, underdeveloped children. Not because it's mean (although it is, sort of, unless they're really annoying small children) but because there's an outside chance that your GBA might get



damaged. For instance: you place your cherished handheld on a suitably out-of-reach cupboard and then sit back to watch as your little brother or sister struggles gamely to reach it. Good entertainment? Maybe. But just when you're really beginning to enjoy things, the little tyke puts on a sudden growth spurt (as they do) and manages to send your prized possession tumbling to the floor where it smashes into a dozen pieces. Scary thought!

# GAME BOY

## Nintendo®

### GAME BOY ADVANCE





# Entertainment

What you can expect from the biggest videogames show in the world!

## THE CALM BEFORE THE STORM

The Electronic Entertainment Expo, held in Los Angeles, has slowly grown into one of the most anticipated events of the gaming calendar, allowing companies from all over the world to show off their latest wares to a captive audience. Yet somehow, this year is different. Anticipation for this year's event has reached previously unheard-of levels. Yes, a fair number of people will be there to have their first glimpse of the Xbox, with whatever uninspiring direction Microsoft is taking us in today. Yes, people will crowd around some of the PS2's first impressive pieces of software, in the shape of *Gran Turismo 3* and *Final Fantasy X*, and yes, Sega will be showing everyone that choosing to concentrate on software was the best decision that it ever made. These things will all draw the crowd, but there is one aspect of the show, which makes it absolutely unmissable. That aspect? GameCube.



Traditionally, Nintendo has chosen to unveil any new developments at Nintendo Spaceworld, held in August in Tokyo, but the intended launch dates for the new console dictate otherwise. E3 will now be the chosen platform for the full (well, almost) unveiling of Nintendo's potential next-generation leader.

While it's no secret that GameCube exists, it may as well be. Outside of NCL, NOA and selected development studios, nothing is known about the console. Those who do know, keep their mouths firmly shut, avoiding any GameCube-related questions like the plague. Nintendo can be a particularly heavy ton of bricks when it wants to be, and any slip of the tongue would see heads rolling in all directions.

To be completely honest, we know practically nothing about GameCube. Forget Spaceworld '00. We were shown what the casing might look like, and what the joystick might look like, and we were given a thimbleful of meaningless specifications. Any of these things could have changed since we saw them last.

So what can we expect to see in terms of actual finished GameCube product? Well, there's good news and there's bad news. The good news is that Nintendo has specifically said that anything playable will be running in real time on GameCube hardware.

No development kits, no workstations, no PCs, just pure GameCube. The bad news is that GameCube units don't grow on trees. The number of finished machines that are available is extremely limited, and as such, only the absolute cream of the software will be playable. To be honest, it's more than likely that the playable demos will only be available on the Nintendo stand. If EA's *SSX* is looking particularly good, it will be playable at the Nintendo stand and available in video form at the EA stand. This is a blessing in disguise really – it means that the playable software will be of the highest standards, because after all, there is no room for disappointment with the competition just around the corner.

As well as software, you can expect the final hardware design and specifications to be unveiled. The price of the console will not be available. According to NCL (Nintendo of Japan), it will be based on the console's reception at the show. The selling price will be announced five days after the show has ended. We predict a figure of around £200. Nintendo may also touch upon its online strategy, but we doubt that it will let it out of the bag just yet.

Over the next few pages, we'll show you what you can hope to see next month, along with what the games companies think. But hold on, isn't there something we've missed?



touch the future







# USA

## WHAT ABOUT THE GBA!?



Okay, okay, we're coming to that. How could you think that we would forget about what will no doubt be the best-selling games machine for the next five years (and then some)? Despite the fact that the Game Boy Advance is out in Japan, E3 will actually be the first time that non-Japanese developers and publishers have been able to show off their hottest properties. You'll find yourself hard-pushed to name a console publisher that doesn't have a number of GBA titles in the works. It's entirely possible that we'll come away from the show with a bad case of GBA Poisoning – let's face it, the little handheld will be there at every turn.

As far as announcements are concerned, don't expect anything big to come from anyone but Nintendo. It is the only company that hasn't been throwing information out like there's no tomorrow, so it's probably the only company that has anything new left to say. It's about time that the GBA *Pokémon* game was unveiled, hopefully with the news that it will be the first game to support the new E-Card Reader (see last issue's news). We will also almost certainly get to see just how it is that the GBA links up with its big brother. NCL executives have said that the link-up software will not be shown until sometime next year, but we should at least see how the GBA can be used as a Personal Display Unit.

In terms of software, this will be your first chance to get a glimpse of titles such as *Doom*, *Tony Hawk's*, *Spiderman*, *Magical Vacation*, *Super Street Fighter II*, *Namco Museum* and many more. Next issue's E3 coverage is going to take up a lot of room!



## Launch Titles

We'll doubtless see loads of GBA games at this year's show, so many that we could fill a whole magazine with previews. What follows is a list of the US launch titles and some of those that will follow shortly after. These will definitely be playable, and are the ones about which Nintendo is going to be making the most noise.

### Launch titles...

Army Men Advance  
Castlevania: Circle of the Moon  
ChuChu Rocket  
Earthworm Jim  
Fire Pro Wrestling  
F-Zero: Maximum Velocity  
GT Advance Championship Racing  
High Heat Baseball 2002  
Iridion 3D  
Krazy Racers  
Namco Museum Volume One  
Pinobee: Wings of Adventure  
Pitfall: The Mayan Adventure  
Rayman Advance  
Ready 2 Rumble: Round 2  
Super Dodge Ball  
Super Mario Advance  
Tony Hawk's Pro Skater 2  
Top Gear GT  
Tweety And The Magical Jewel

### After launch...

Bomberman Tournament  
Breath of Fire  
Dark Arena  
Final Fight  
Fortress  
Golden Sun  
Hot Potato  
Lady Sia  
Lego Bionicle: Tales of the Tahunga  
Mario Kart Advance  
Mega Man EXE  
Monster Rancher Mania  
Power Rangers: Time Force  
Sonic the Hedgehog Advance  
Super Street Fighter II  
Tetris Worlds  
Wings





## EXTRA PADDING

It would be pretty foolish for Nintendo to hold back on the final design for the GameCube controller. Admittedly, in previous features, we have gone on and on about how Nintendo needs to be careful when it comes to showing off its ideas. Now that GameCube is set for a September release (in Japan), that gives the competition four months in which to get their act sorted out. Despite this fact, Nintendo really does need to show us what Mr Miyamoto and his team has been working on for the past two years. We were shown a joypad at Spaceworld last year, but there's no way



that this was the finished design. It was a great design, and typically Nintendo, but there were no special features. Rumours of tilt-sensitivity and built-in voice-recognition were flying about last year. They suddenly disappeared after Spaceworld, but there is definitely something that Nintendo is not telling us. A very early version of the

GameCube joypad was lacking the traditional D-pad, proof that the pad is constantly evolving, depending on what developers want for their games.

Expect some sort of feedback feature to be built in as standard. The trigger

buttons will of course be analogue, as will the large action button. We may even find that there will now be two Z Triggers, an awesome proposition! The GameCube controller is tiny, designed for Japanese players – Nintendo may have altered the design, making it slightly larger for the west, but when we tried it out, it seemed just the right shape and size.

The big question concerns those elusive special features. The Wavebird version of the pad has already been shown. Essentially, it's a cordless version of the standard pad. Could it be that this was a tester, to see what people's reactions would be? Perhaps the standard design will turn out to be the Wavebird, after all? Could voice-recognition really be a possibility? Just think of how it would change the way we play, especially with mission-based games. Tilt-sensitivity is a very doubtful proposition. People have enough trouble adapting to analogue controls, let alone changing angles at the same time. Whatever strokes of genius Mr Miyamoto has been coming up with, we're sure that we won't be disappointed.



## Now And Then

At the moment there are three different versions of the GameCube controller. The early version shows that the pad is still being designed. It isn't at all polished, and there is no D-pad. The supposedly finished standard design could well be the finished casing, albeit missing a couple of features. The Wavebird is a more chunky design, with a built-in infrared receiver. Would there be enough room for an infrared receiver AND force feedback AND voice-recognition? All will be revealed...







# GAMER'S PARADISE

So let's get this straight... We get on a plane, which is kitted out with a SNES and *F-Zero*. We get to

LA and get to see the all the latest gaming gear over a period of three days. Hmm, jealous yet? Well, if you're not, you soon will be after we've told you what GameCube games to expect at the show. Remember that

these are predictions, based on what we know or have heard. We haven't had room to print every game that we think will appear – these are just the big ones. Predictions or not though, we're drooling already! ■

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## COMPANY: Silicon Knights

STATUS: Second Party Developer

64 MAGAZINE PREDICTIONS: Company President Denis Dyack has been extremely generous with his praise for GameCube. Expect to be blown away by playable versions of *Too Human* and *Eternal Darkness*. The latter hasn't actually been confirmed for GameCube, but it certainly isn't going to be appearing on the N64 this late.



## COMPANY: Retro Studios

STATUS: Second Party Developer

64 MAGAZINE PREDICTIONS: Despite recent changes at the company (see Showcase), Retro has confirmed that it has a team working on a first-person version of *Metroid*, which will hopefully be ready for the US GameCube launch. This will be playable. It also has a team working on a

*Dungeons & Dragons*-style RPG, currently going by the codename *Runeblade*. Interesting...

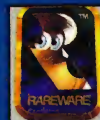


## COMPANY: Rare

STATUS: Second Party Developer

64 MAGAZINE PREDICTIONS: Rare has officially said nothing other than the fact that *Dinosaur Planet* has now been moved to GameCube. We predict that playable demos of *Velvet Dark/Shot In The Dark* (whatever) will be shown – maybe even a playable *Killer Instinct* sequel.

*Dinosaur Planet* (possibly with a *Starfox* twist) and *Conker's Other Bad Fur Day* will probably turn up in video form. And there's always that big secret that everyone keeps talking about...



## COMPANY: Left Field

STATUS: Second Party Developer

64 MAGAZINE PREDICTIONS: Rumours are still flying that Left Field has been handed the reigns to the sequel of *1080 Snowboarding*. It is also the company behind *Kobe Bryant's Basketball*. We predict that *Kobe Bryant* will be playable, along with *1080* in video form.



## COMPANY: NSTC

STATUS: In-house Developer

64 MAGAZINE PREDICTIONS: *Waverace*, *Waverace*, *Waverace*. That's all we're going to say. There are no hints at any other titles. Considering that jet-ski racing is turning up a lot on TV at the moment, and the fact that NSTC have

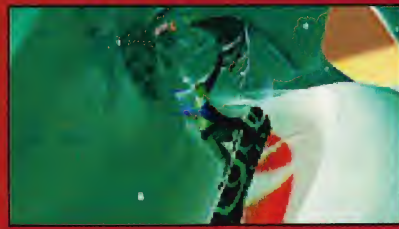
been beavering away on something for a long time, this should be playable and near completion.



## COMPANY: EA

Status: Publisher

64 MAGAZINE PREDICTIONS: Word came out of EA Canada that GameCube tests were competed last year with very impressive results. Since then, *SSX: Special Edition*, *FIFA 2002* and *Madden 2002* have been rumoured to be in development. One of these titles will probably be playable at E3.



## COMPANY: Acclaim

STATUS: Publisher

64 MAGAZINE

PREDICTIONS: Acclaim has recently confirmed that *Crazy Taxi*, *Dave Mirra Freestyle BMX 2*, *Extreme-G 3*, *NFL Quarterback Club 2002* and *All-Star Baseball 2002* are all in development and will be ready for the US launch. It's doubtful whether there will be enough machines to have them all playable, but

expect at least two of them to appear. We're confident that *Turok 4* will appear on video.



## COMPANY: Capcom

COMPANY:

Capcom

Status: Publisher

64 MAGAZINE PREDICTIONS: *Biohazard 0* will be playable – there is no doubt about that. Capcom executives showed the title screen at the Tokyo Game Show and said that nothing else would be shown until E3. Other franchises such as

*Final Fight* and *Street Fighter EX 4* may appear on video.



## COMPANY: Konami

COMPANY: Konami

STATUS: Publisher

64 MAGAZINE Predictions: We can definitely tell you two things. A version of *International Superstar Soccer* will be playable, and *Silent Hill 2* is not in development. We predict that new versions of Konami favourites like *Contra* and *Castlevania* will almost certainly



appear on video. If only they would get on and develop a new version of *Cybernator*!



## FEATURE



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**COMPANY: THQ**

STATUS: Publisher

64 MAGAZINE

PREDICTIONS: *Rugrats* will be there, but probably only in video form. As yet, there have been no hints as to any other titles. This doesn't mean that nothing else is in development – far from it. It's just that there are too many possibilities to make a prediction.

**COMPANY: UBI SOFT**

STATUS: Publisher

64 MAGAZINE

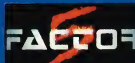
PREDICTIONS: Last month Ubi Soft confirmed that it has a mind-boggling 19 titles in development for GameCube! *Rayman 3*, *Tetris* and a wrestling game will probably be playable, whereas titles like *Evil Twin* and *F1 World Championship* will be on video. God (or perhaps Ubi Soft) only knows what the other titles are.

**COMPANY: Midway**

STATUS:

Publisher

64 MAGAZINE PREDICTIONS: Midway's recent announcement that it plans to back GameCube in a big way made us all happy people. The fact that Kemco is developing for GameCube may mean that Midway will be publishing a version of *Top Gear*. This, along with *NFL Blitz* and *San Francisco Rush* will hopefully make an appearance.

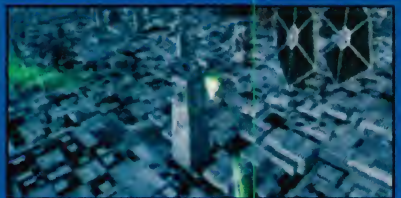
**COMPANY: Factor 5**

STATUS: Third Party

Developer

64 MAGAZINE

PREDICTIONS: We pretty much know what to expect from Factor 5. *Thornado* and some sort of *Star Wars* license will be playable, both looking and sounding gorgeous. These guys have had enough on their plates, what with these two games and the GameCube's sound tools to deal with. Don't worry, we won't hassle them too much... not!

**COMPANY: Namco**

STATUS: Publisher

64 MAGAZINE

PREDICTIONS:

Namco has made it publicly known that it is putting its full weight behind GameCube. Conversions of *Ridge Racer V* and *Tekken Tag Tournament* are pretty much confirmed as playable titles. We can only hope that *Soul Calibur 2* will turn up in some form.

**COMPANY: Infogrames**

STATUS: Publisher

64 MAGAZINE

PREDICTIONS: We reckon that we'll get to see versions of *Unreal*

*Tournament*, *Bomberman* and maybe even a flight simulation from Paradigm. It's doubtful whether anything will be playable, but we can dream.

**COMPANY: Activision**

STATUS:

Publisher

64 MAGAZINE

PREDICTIONS: We may only get to see one title, hopefully in the shape of *Tony Hawk's*. There are several other titles in development, but nothing has been confirmed as yet.

**COMPANY: Sega**

STATUS: Publisher

64 MAGAZINE PREDICTIONS: Two of the major Sega teams, Sonic Team and Amusement Vision are developing for GameCube. These guys have developed titles such as *Sonic the Hedgehog*, *Phantasy Star Online*, *Samba de Amigo*, *Chu Chu Rocket*, *NiGHTS: Into Dreams* and *Burning Rangers*. Expect *Phantasy Star Online 2* to be playable as well as an announcement on the much-talked-of Nintendo/Sega collaborative RPG.

**COMPANY: Nintendo**

STATUS:

Publisher

64 MAGAZINE

PREDICTIONS:

Do we really need to say this? *Mario* and *Zelda* will be playable. *F-Zero* may turn up on video – all the other big franchises have been licensed out, leaving Nintendo's in-house teams to concentrate on original titles.







# THE FINAL WORD

Most of the predictions in this feature are just our opinions, so we thought that we'd contact some of the companies involved to see what they had to say.

## NAME: LOUISE GABRIEL COMPANY: UBI SOFT



**Q** Do you intend on supporting the GBA and/or GameCube with any software? If yes, are there any details which you can give us?

**A** Yes, Ubi Soft is very committed to both formats – we have already announced seven GBA titles including *Rayman Advance* at launch and *Batman Vengeance*.

**Q** Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think (from a product awareness point of view, in light of Xbox's recent software unveiling) that Nintendo should have released solid information

before now?

**A** Nintendo has handled the promotion of the console perfectly so far – there is huge interest and little criticism as yet. Those who need to know the specifications (ie: developers) are fully aware of them.

**Q** Which titles (on any format) are you most looking forward to seeing at this year's E3?

**A** Capcom's *Biohazard O* looks exceedingly cool.

**Q** And finally... if you had to pick one, which Nintendo franchise would you most like to see developed for the GameCube?

**A** I've always been a massive *Zelda* fan myself.

## NAME: METRO MUSAFA COMPANY: MIDWAY



GBA and GameCube but keep reading the magazine and you'll get the scoop on all our upcoming titles.

**Q** Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think that Nintendo should have released solid information before now?

**A** No, I think that Nintendo will do what it does best – letting the quality of the software speak for itself. Roll on E3.

**Q** Nintendo has proven with the GBA launch-dates that it can deliver hardware to various territories over a short space of time. GameCube's projected release dates of 14 September (Japan) and mid-November (US) show an equally ambitious target. Given this dedication to other territories, together with the ease of development for the system, do you think that Nintendo has learned from its previous mistakes?

**A** Nintendo has placed an ambitious schedule ahead of it by launching the GameCube machine in the two aforementioned territories during the busy Fourth Quarter. Most third-party publishers will have a hard time meeting the respective launch dates with supporting software. For the consumer, this means potentially only a handful of titles will be ready

at launch. However, I am personally expecting to be wowed by Nintendo's first-party launch titles, which I'm, sure, will be held secret until the very last minute.

**Q** NCL has gone on record as saying that the average development time for a GameCube title is 6-12 months. Given that many of the major publishers had confirmed receipt of finished development kits by March this year, GameCube should have plenty of software come Easter 2002. Ubi Soft alone has 19 titles in development. What do you think could possibly stop Nintendo winning this time?

**A** I think that Nintendo will be even more responsive to developers, with updated middleware tools and technical support. This will help build a stable development relationship in which the cost and indeed average time frame for development can be reduced, making the GameCube an attractive platform to support.

**Q** Which titles (any format) are you most looking forward to seeing at E3?

**A** Without a doubt the next *Mario* game on GameCube!

**Q** Which Nintendo franchise would you most like to see developed for the GameCube?

**A** *Metroid* (which is already in development) *Star Fox* (Nintendo), *Yoshi's Island* (Nintendo) and *Zelda* (Nintendo).

**Q** Do you intend on supporting the GBA and/or GameCube with any software? If yes, are there any details which you can give us?

**A** Midway will be supporting both the GBA and the GameCube with an extensive array of titles, starting with *Ready 2 Rumble Round 2* on GBA coming out on 22 June 2001. At this early stage, I am unable to comment on the other secret titles we have in development for both





## NAME: ASAM AHMED COMPANY: THQ



**Q** Do you intend on supporting the GBA and/or GameCube with any software?

**A** THQ is the biggest third-party Nintendo publisher, and we fully intend to retain this dominant position. Whilst much of our next-gen Nintendo activity we can't talk about yet, we are certainly supporting both GBA and GC with new products. We're bringing *Tetris* to GBA as well as the superb *GT Advance* racing game, and we've been vocal about bringing our huge *Rugrats* licence to GC.

**Q** Despite the fact that Nintendo is

playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think that Nintendo should have released solid information before now?

**A** Nintendo is a very shrewd company and the fact that it has constantly provided the goods should be indication enough that it'll have a plan of action up its sleeves. If Nintendo is being a tad quiet, then I'm sure it knows what it's doing.

**Q** Nintendo has proven with the GBA launch dates that it can deliver a lot of hardware to the various different territories over a short space of time. GameCube's projected release dates of 14 September (Japan) and mid-November (US) show an equally ambitious target. Given this dedication to other territories, together with the ease of development for the system, do you think that Nintendo has learned from its previous mistakes?

**A** Nintendo hasn't really made mistakes before as such in the context you mention; the case is more to do with the market conditions and logistics of performing a multi-territory simultaneous launch. All hardware manufacturers have grown with the

market and in this respect will adjust the launch plans to cater for the conditions at hand.

**Q** NCL has gone on record as saying that the average development time for a GameCube title is 6-12 months. Given that many of the major publishers had confirmed receipt of finished development kits by March this year, GameCube should have plenty of software come Easter 2002. What will stop Nintendo winning this time?

**A** Competition and unpredictable fluctuations in other markets. Producing games consoles relies heavily on other industries, from chip-makers to plastics moulding and even distribution. With PS2 and Xbox around, the outlook for gaming in general is great, but it's too early to say who will come out on top. We're not likely to see a situation where Sony can dominate any more, certainly not to the extent that the PlayStation did.

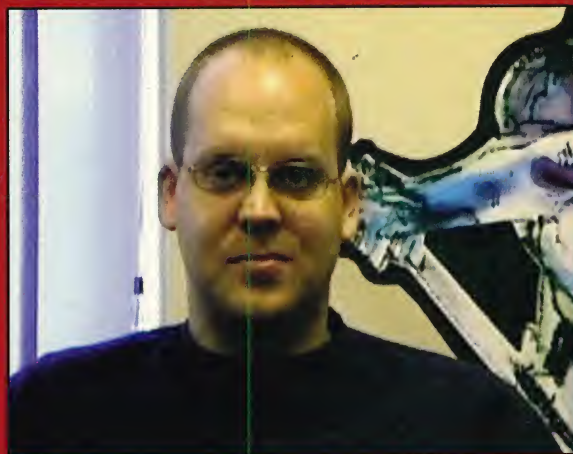
**Q** Which titles (any format) are you most looking forward to seeing at E3?

**A** Definitely *WWF SmackDown! 3* and *Metal Gear Solid 2*

**Q** Which Nintendo franchise would you most like to see developed for the GameCube?

**A** A decent re-working of *Super Mario Kart*.

## NAME: JON MURPHY COMPANY: KONAMI



**Q** Do you intend on supporting the GBA and/or GameCube with any software?

**A** Konami always works closely with Nintendo. We will heavily

support both GBA and GameCube. We'll have two launch games for GBA - *Castlevania* and *Konami Krazy Racers*. I think there'll be another 10 titles before the end of the year. It's a little early to say what we've got planned for GameCube yet.

**Q** Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think (from a product awareness point of view, in light of Xbox's recent software unveiling) that Nintendo should have released solid information before now?

**A** I don't think they need to. Nintendo's machine will be awesome and everyone will want one. Xbox is fighting against PS2, not GameCube.

**Q** NCL has gone on record as saying that the average development time

for a GameCube title is 6-12 months. Given that many of the major publishers had confirmed receipt of finished development kits by March this year, GameCube should have plenty of software come Easter 2002. What will stop Nintendo winning this time?

**A** The style of games and PS2's head start. GameCube will still be positioned as a toy, whilst PS2 (or simply PlayStation) has replaced the idea of a games console. PlayStation is mass market, Nintendo will remain a specialist product. Having said that, GameCube will be big.

**Q** Which titles (any format) are you most looking forward to seeing at E3?

**A** *Silent Hill 2*, *Devil May Cry*, *Final Fantasy X*, *Gran Turismo 3*

**Q** Which Nintendo franchise would you most like to see developed for the GameCube?

**A** I guess *F-Zero*.



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|---|---|--|
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| 0260 Absolutely Everybody - Vanessa Amorosi         | 1518 I Believe I Can Fly - R. Kelly             | 0372 Scar Tissue - Red Hot Chili Peppers       |
| 0001 A-ha - Take On Me                              | 0322 If You Had My Love - Jennifer Lopez        | 0128 Scooby Doo - Cartoon Theme                |
| 3707 Always Come Back To Your Love - Samantha Mumba | 0199 Indiana Jones - Film Theme                 | 0374 Sex Bomb - Tom Jones                      |
| 0267 American Pie - Madonna                         | 3705 It Wasn't Me - Shaggy                      | 0377 She's The One - Robbie Williams           |
| 3697 American Dream - Jakatta                       | 0075 Itchy And Scratchy - The Simpsons          | 3710 Shut Up And Forget About It - Dane Bowers |
| 0268 Angels - Robbie Williams                       | 1508 I Turn To You - Mel C                      | 1517 Sky - Sonique                             |
| 0273 As Long As You Love Me - Backstreet Boys       | 0201 I Will Survive - Gloria Gaynor             | 1513 Stan - Eminem                             |
| 0013 Beverly Hills Soundtrack - Axel F              | 1519 Kids - Robbie Williams                     | 1578 Silence - Delerium                        |
| 0017 Barbie Girl - Aqua                             | 0335 King Of My Castle - Wamdue Project         | 0148 Star Trek - Film Theme                    |
| 1583 Bat Out Of Hell - Meatloaf                     | 0204 Knight Rider - TV Theme                    | 0151 Star Wars 3 - Film Theme                  |
| 0166 Benny Hill - Theme                             | 3691 Last Resort - Papa Roach                   | 1586 Stomp - Steps                             |
| 0281 Better Off Alone - Alice Deejay                | 0085 Liberty - Unknown                          | 1841 Stone Cold Steve Austin - Wrestling Theme |
| 0282 Bitter Sweet Symphony - The Verve              | 0086 Light My Fire - The Doors                  | 3693 Stutter - Joe Feat Mystikal               |
| 0283 Blue - Eiffel 65                               | 0087 Lion Sleeps Tonight - Tight Fit            | 0152 Superman - Film Theme                     |
| 0025 Bond - James Bond Theme                        | 0340 Living La Vida Loca - Ricky Martin         | 0382 Sweet Like Chocolate - Shanks And Bigfoot |
| 0284 Boom Boom Boom - Vengaboys                     | 3692 Loco - Fun Loving Criminals                | 3690 Teenage Dirtbag - Wheatons                |
| 0285 Born To Make You Happy - Britney Spears        | 0088 Loony - Cartoon Theme                      | 0156 Teletubbies - Cartoon Theme               |
| 3672 Case Of The Ex - Mya                           | 0342 Mambo No 5 - Lou Bega                      | 0387 The Bad Touch - Bloodhound Gang           |
| 0294 Changes - Tupac Shakur                         | 0221 Match Of The Day - TV Theme                | 3700 The Call - Backstreet Boys                |
| 1516 Charlie's Angels - Film Theme                  | 0346 Millennium - Robbie Williams               | 3711 The Ladyboy Is Mine - Stuntmasterz        |
| 0033 Countdown - Europe                             | 1584 Missing You - Puff Daddy                   | 3676 The Next Episode - Dr. Dre/Snoop Dog      |
| 0296 Crazy - Britney Spears                         | 0094 Mission Impossible - Theme Tune            | 0132 The Simpsons - TV Theme                   |
| 3682 Dancing In The Moonlight - Toploader           | 0396 Moving Too Fast - Artful Dodger            | 1579 The Way I Am - Eminem                     |
| 1507 Dancing Queen - Abba                           | 3706 Ms Jackson - Outkast                       | 0395 Thong Song - Sisqo                        |
| 0299 Don't Call Me Baby - Madison Avenue            | 0099 Muppets - Cartoon Theme                    | 0157 Titanic - Film Theme                      |
| 0043 Eastenders - Eastenders TV Theme               | 1501 Music - Madonna                            | 0394 Toca's Miracle - Fragma                   |
| 3702 Ei - Nelly                                     | 0353 My Love Is Your Love - Whitney Houston     | 0159 Tubular Bells - Mike Oldfield             |
| 3678 Everytime You Need... - Fragma/M Rubia         | 1590 My Love - Westlife                         | 3679 Touch Me - Rui Da Silva Feat Cassandra    |
| 1577 Feel The Beat - Unknown                        | 1587 No Scrubs - TLC                            | 0397 Tragedy - Steps                           |
| 3708 Feels So Good - Melanie B                      | 0109 One Love - Bob Marley                      | 1514 Vindaloo - Fat Les                        |
| 0052 Flintstones - Flintstones TV Theme             | 0357 Oops I Did It Again - Britney Spears       | 0005 Walk This Way - Aerosmith                 |
| 0312 Flying Without Wings - Westlife                | 0359 Out Of This World                          | 3670 Whole Again - Atomic Kitten               |
| 0055 Fugees - Killing Me Softly                     | 3680 Played A Live (The Bongo Song) - Safri Duo | 1576 Who Let The Dogs Out - Baha Men           |
| 0065 Halloween - Halloween Film Theme               | 0108 Pretty Fly For A White Guy - Offspring     | 0404 Why Does It Always Rain On Me - Travis    |
| 1588 Heart Of Asia - Watergate                      | 1515 Real Slim Shady - Eminem                   | 0167 YMCA - Village People                     |
| 3698 Here With Me - Dido                            | 0365 Re-Wind - Artful Dodger Fea. Craig David   | 3545 You'll Never Walk Alone - Football Theme  |
| 1502 Hey Jude - Beatles                             | 1585 Rock DJ - Robbie Williams                  | 0407 You Say It Best - Ronan Keating           |
|   | 1836 Rock - WWF Theme Tune                      | 1512 Zombienation - Kernkraft                  |

## GREAT GRAPHICS

WRESTLING		MUSIC		MUSIC		FILMS/TV		FOOTBALL		FOOTBALL	
THE ROCK	HARDY	XZIBIT	ATOMIC KITTEN	SPICE GIRLS	EMINEM	007	BUFFY	ROVERS	CHARLTON	ATSPRINT	CHELSEA
1835	3040	4150	4151	1547	1555	1550	1552	1469	1652	1461	1462
APA PROTECTION	SW-SON BOY	BACKSTREET	BAHA MEN	SCUB7	vengaboys	STUART LITTLE	THE TIGER	COVENTRY	IPSWICH	DERBY	EVERTON
3042	3043	4152	4153	1564	1668	1671	1716	1653	1654	1463	1464
CHYNA	DUDLEY	COLDPLAY	CRAIG DAVID	Stereophonics	ORISIS	THE MIMIC	ASANOBO	LEICESTER CITY	I BECKHAM	LIVERPOOL	Newcastle Utd.
3044	3045	4154	4155	1670	1672	1719	1720	1655	1832	1466	1468
COOL	KANE	FAR EAST SUM	Dido	ABBA	BOBACASA	THE DED	SCREAM	UNITED	the blues	1475	1481
3046	3047	1682	4158	1679	4002	1721	1730	3501	3503	1485	1489
KA	EVERY ANGLE	ORIORE	dream	STAINES	SH2009	WAS BROKE	OWN	BRANLEY	FOREST	SCOTLAND	Wolves
3048	3049	4159	4160	4011	4110	0693	0566	3930	3937	1485	1489
DEADMAN	4H4TH	FUN LOVIN	GORILLAZ	4111	4113	POWH.	FLY	PULHAM FC	BRANLEY	1546	1650
3050	3051	4161	4162	4111	4113	0609	0635	3938	3940	1546	1650
Y2J	RIKISHI	Jakatta	limp bizkit	ELVIS	THE KING	0655	1717	3942	3944	SUNDERLAND	TOTTENHAM
3052	3053	4163	4164	4114	4115	0677	0681	3942	3944	1660	1661
TESTY	BE-S	melanie.b	NELLY	4117	4157	0677	0681	3948	3950	RED DEVILS	BOLTON
3054	3055	4165	4166	4117	4157	0677	0681	3948	3950	3511	3932
HARDCORE	WRESTLING	OUTCAST	PAPA ROACH	RONAN	somantamumba	0686	0699	3954	3956	3934	3936
3056	3057	4167	4168	4169	4170	0686	0699	3954	3956	3934	3936
RAW	WAR	toploader	ARTFUL	U2	METALLICA	0707	0710	3957	3958	3946	3960
3058	3059	4171	4173	4172	0845						

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# COMPETITION

# Win Stuff!

Yes, we've gone competition mad this issue! People keep offering us stuff to give away and so we thought 'why not?' Check out all the stuff we've got below and then skip to the second page to see how to enter!

## The Mummy Returns

You can check out our review of new Game Boy Color title *The Mummy Returns* on page 58 of this issue, and once you've done that, pop back here for the chance to win some cool *Mummy Returns* movie stuff! Vivendi Interactive has given us five T-Shirts, five stickers, five tattoos, five copies of the Game Boy Color game and five pairs of tickets to see the movie!

**WIN!**

- 5 x Mummy Returns GBC Games
- 5 x Pairs of Tickets To The Movie
- 5 x T-Shirts
- 5 x Stickers
- 5 x Tattoos



## The Dukes Of Hazzard: Racing For Home

We reviewed this game back in issue 50 and were more than a little impressed by it, so when Ubi Soft offered us a bunch of stuff to give away... why, we jumped at it. We've got a signed framed photo of the cast, two copies of the Game Boy Color title, two Daisy Duke's Jeep kits, two General Lees (the Duke's familiar orange car – also signed) and ten double-sided *Dukes Of Hazzard* posters. A must for fans of the TV series or the game!

**WIN!**

- 1 x Duke's Of Hazzard Signed Framed Photo
- 2 x Dukes of Hazzard GBC games
- 2 x Daisy's Jeep Kits
- 2 x Signed General Lees
- 10 x Dukes of Hazzard Posters

GAME BOY COLOR



## Doug's Big Game

Disney character Doug is the star of one of Ubi Soft's latest platformers for the Game Boy Color, *Doug's Big Game*. It's reviewed on page 54 of this issue, however you don't have to take our word for what it's like, because Ubi Soft has given us a Game Boy Color, a Game Boy carrying case and five copies of the game to give away to 64 MAGAZINE readers!

**WIN!**

- 1 x Game Boy Color Console
- 1 x Game Boy Color Bag
- 5 x Doug's Big Game





# How To Win!



## X-Men

Activision has already got quite a few *X-Men* titles in circulation with more on the way, and the company has teamed up with Vivid Imaginations to give you lot some pretty decent prizes. We've got three different *X-Men* Game Boy Color games to give away, plus an *X-Men* Mutant Cycle set, a Mutant Electronic Talkback figure (who shouts at you when you speak to him!) and ten *X-Men* mutant figures!



## The Emperor's New Groove

Ubi Soft has been knocking out absolutely loads of Game Boy Color titles lately, and we reviewed *The Emperor's New Groove* back in our fiftieth birthday issue. If you fancy giving the game a try but find yourself a bit short of cash then you'll be pleased to know that Ubi Soft has kindly donated us two copies of the game and some rather cool *Emperor's New Groove* mugs to boot!

**WIN!**

2 x *The Emperor's New Groove*  
GBC Games  
4 x Mugs



Right, we thought we'd make things simple for you. We're lumping all the stuff we've been given together in one big competition so that you only need to fill out the one entry form! Simply answer the questions below, and send the form back to us by the closing date of 26 July 2001 to stand a chance of winning.

First correct entry drawn from the hat after that date wins... (deep breath) a Game Boy Color Console, a Game Boy Color Bag, a copy of *Doug's Big Game*, a *Dukes Of Hazzard* signed framed photo, a copy of *Dukes Of Hazzard*, a Daisy's Jeep Kit, a General Lee, a *Dukes Of Hazzard* poster, three *X-Men* games, a Mutant Cycle Set, a Mutant Electronic Talkback Figure, a Mutant Figure, a *Mummy Returns* T-Shirt, Sticker and Tattoo, a *Mummy Returns* game, a pair of *Mummy Returns* movie tickets, a copy of *The Emperor's New Groove* and two mugs!

Second place wins: a *Doug's Big Game*, a copy of *Dukes Of Hazzard*, a Daisy's Jeep Kit, a General Lee, a *Dukes Of Hazzard* poster, an *X-Men* figure, a *Mummy Returns* T-Shirt, Sticker and Tattoo, a *Mummy Returns* game, a pair of *Mummy Returns* movie tickets, a copy of *The Emperor's New Groove* and two mugs!

The next three winners get: a *Doug's Big Game*, a *Dukes Of Hazzard* Poster, an *X-Men* figure, a *Mummy Returns* T-Shirt, Sticker and Tattoo, a *Mummy Returns* game and a pair of *Mummy Returns* movie tickets!

And five runners-up win a *Dukes Of Hazzard* poster and an *X-Men* figure.

You've got to be in it to win it though, and to do that you need to answer the following three worryingly simple questions:

**Question 1: What's the name of Nintendo's successor to the Game Boy Color?**

- A: The Really Good Game Boy
- B: The Game Boy Mediocre
- C: The Game Boy Advance

**Question 2: What's the name of the big videogames show in LA that at which Nintendo will be unveiling the GameCube?**

- A: E3
- B: E4
- C: R2D2

**Question 3: Who was the designer on 64 MAGAZINE up until last issue?**

- A: George
- B: Nicky
- C: Nigel

Name: .....

Age: .....

Address: .....

.....

.....

.....

Email (if any): .....

.....

From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information please tick this box.

Alternatively state clearly that you do not wish to receive this information on your postal entry.

☐



WHAT'S  
REVIEWED  
IN THIS  
ISSUE!

# reviews

## 64 MAGAZINE

### Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

#### NINFO

##### PLAYERS

The number of people who can play the game.



##### EXPANSION PAK

Does the game have Expansion Pak's extras?



##### RUMBLE PAK

Can you plug this in to shake along with the game?



<b>Publisher</b>	Who sells it
<b>Developer</b>	Who wrote it
<b>Game Type</b>	What type of game
<b>Origin</b>	Country it was written in
<b>Release</b>	When is it out?
<b>Price</b>	See if you can guess?

### \$64,000 QUESTION

✱ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



### PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

### SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.



### MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Contoller Paks to record your progress?

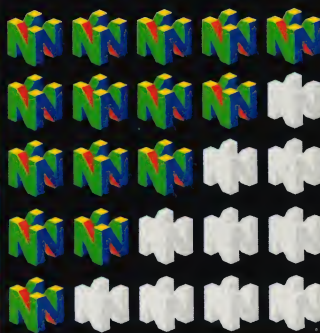
## POKÉMON STADIUM 2

More Pokémon than ever before – try and contain yourselves, please!



## 64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

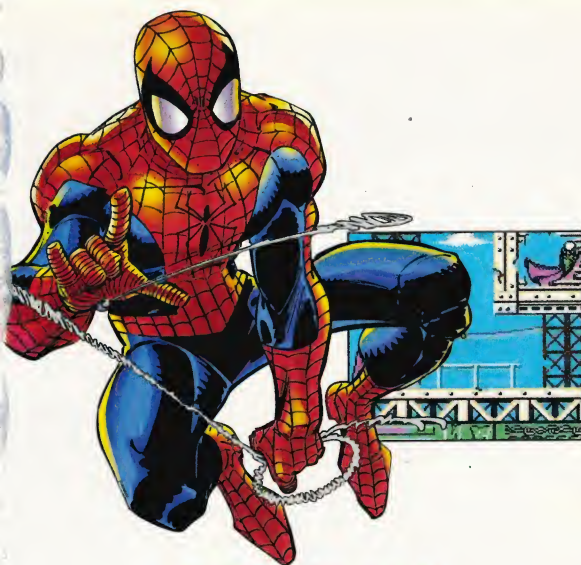
A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!





## Spiderman 2: The Sinister Six!



PAGE 42

Everyone's favourite webslinger gets his second handheld outing.



PAGE 44

## Rainbow Islands

Classic arcade action with two small boys who used to be dragons!



PAGE 48

## Mr Driller 2

The blocks are back to invade the world! Who ya gonna call...?



PAGE 50

## Aidyn Chronicles: The First Mage

Wander aimlessly across a land populated by all manner of strange beasts.



PAGE 54

## Doug's Big Game

Definitely not the most accurately-named game we've seen on the GBC...



PAGE 56

## Elevator Action

Do a John McClane in this handheld conversion of a classic arcade game.



PAGE 58

## The Mummy Returns

Prepare yourselves for some not-very-good Tomb Raider-esque action



PAGE 60

## Banjo-Tooie

It's bears and birds time again with yet more 3D adventuring from Rare!



PAGE 66

## Alone In The Dark: The New Nightmare

Are you scared yet? Well, are ya? This is some pretty scary sh\*t right here...



PAGE 70

## GT: All Japan Racing

The car's the star in this excellent Game Boy Advance racer.



PAGE 71

## WDL Thundertanks

Fancy a bit of tank-based action on your Game Boy? Well... try this!

# REVIEWS



## 64 BOTTOM LINE

### CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

### ALTERNATIVES

There may be other games of the same type already on the shelves - here you can see at a glance whether the game being reviewed measures up to the competition.

### RATING

#### Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

#### Audio

Does it sound like music to your ears, or nails down a blackboard?

#### Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

#### Challenge

Will it keep you coming back for more, or be finished in five minutes?

## OVERALL SCORE



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

#### Soundbite:

The game in a nutshell, for the truly lazy reader!

### THE FINAL SCORE

95%+



Every game gets a score out of 100 - but what does it actually mean? Ignore anything other mags may say - 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award - from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

90%-94%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

75%-89%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

50%-74%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

30%-49%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

10%-29%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.



# REVIEWS

Written by:  
Roy Kimbrell

## NINFO

### PLAYERS



### EXPANSION PAK



### RUMBLE PAK



Publisher	Nintendo
Developer	Nintendo
Game Type	RPG/Beat-'em-up
Origin	US
Release	Out now (import)
Price	£64.99

## \$64,000 QUESTION

- Great-looking Pokémon
- 12 new mini-games
- Addition of in-battle move explanations
- Incorporates all the new Pokémon
- More Game Boy compatibility options
- Comprehensive Pokémon tutorial
- Still requires the Game Boy games to get the most from it
- Transfer pak not supplied
- Essentially the same game as before

## MEMORY OPTIONS

- ➔ **MEMORY:** Stores saved games, Pokémon, stats, badges and scores
- ➔ **CONTROLLER PAK** N/A

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# Pokémon





## Got Gold and Silver? Then you'll probably want this!

**F**ollowing the release of *Pokémon Gold* and *Pokémon Silver* on the Game Boy Color, it comes as no real surprise that a new version of *Pokémon Stadium* has been produced. After all, Nintendo obviously realised long ago that repackaging what is essentially the same game with just a few changes doesn't mean that no-one's going to buy it – quite the opposite in fact!

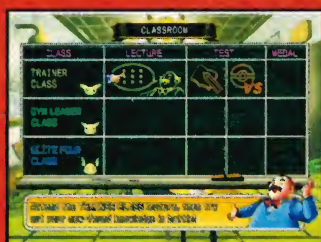
*Pokémon Stadium 2*, admittedly, has a few more enhancements over

its predecessor than the *Gold* and *Silver* games have over *Pokémon Red*, *Blue* and *Yellow* on the Game Boy Color. But you'd expect that, considering that games on this format cost considerably more! For a change, we're not going to spend the initial part of this review explaining exactly what *Pokémon* is all about – let's face it, if you haven't worked it out by now then you're not gonna – and we're not even going to spend a few paragraphs lambasting *Pokémon* for the way the phenomenon has almost taken over the N64. The fact of it is, if it wasn't for *Pokémon*, the Nintendo 64 would – almost certainly – have died on its butt quite a while ago, so we have the little strangely-named monsters to thank for the fact that the console has lasted this long.

***"Pokémon Stadium 2 is a great game, with a few improvements over the original"***

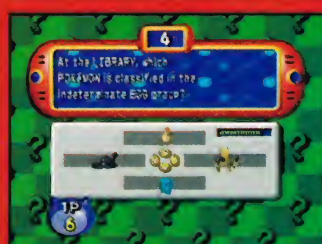
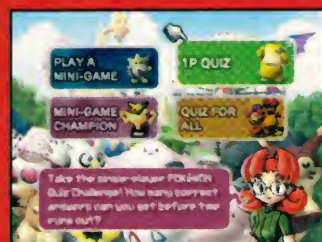
## Back To School

If you're a newcomer to *Pokémon* then when you initially load up *Pokémon Stadium 2* the first place you should visit is Earl's Pokémon Academy. Inside here you can attend special classes on *Pokémon* training, starting with the basics and working up to advanced handling and tactics.



## Do You Know Your Pokémon!

Another new addition to the game since the original *Pokémon Stadium* is the quiz section. This requires you to answer as many questions as possible within a time limit, ranging from the ridiculously easy to the incredibly hard. The hard questions require you to have considerable knowledge of the Game Boy Color *Pokémon* games. Unfortunately, you don't win anything in the quiz – it's just for fun!



# Stadium 2



# REVIEWS

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## Pokéfun!

Yes, we've seen some of the greatest games in the console's life in the last year or so, but – aside maybe from *Goldeneye* and *Legend Of Zelda* – there can't have been many N64 games which have sold quite as many consoles as *Pokémon*. So for that we're grateful. However, like Shigeru Miyamoto (as interviewed in issue 45 of 64 MAGAZINE) we reckon that *Pokémon* has maybe held the limelight long enough and perhaps it's time for something new. We're not saying we want to see the end of the little critters, not by any means – they're already confirmed to be appearing on the Game Boy Advance and are pretty much a safe bet for an early GameCube title – however, we

**"It's not anything earth-shatteringly innovative"**

## Choose!

As a Pokémon trainer, you can have up to six Pokémon in your party. Of these, each time you battle, you get to take just three into the arena (unlike the six you can use in the Game Boy Color games). Choosing which three you take is important, as you need to be able to deal with a wide variety of opposing Pokémon, and therefore it's important to ensure that your three aren't all of a similar type. Half the battle is decided in the planning stages, so choose carefully!



# Pokémon



## GUTSY GOLBAT

Fly your Golbat along a horizontally-scrolling landscape, collecting hearts and avoiding getting any electric shocks. The Golbat with the most hearts at the end of the level is the winner!



## BARRIER BALL

This is essentially a four-player version of Pong. Move your barrier left and right and try and deflect the ball into one of your opponents' goals. Trickier than it sounds!



## TUMBLING TOGEPI

This mini-game is a fairly straightforward race. Guide the little Togepi down the screen to the finish line, avoiding the various obstacles in a bid to be the winner!



## Changing Rooms

If you've been playing through the Game Boy Color *Gold* and *Silver* Pokémon games, then you'll probably have come across various items of furniture and other bedroom-related items on your travels. If you connect your Game Boy cart to *Pokémon Stadium 2* via the transfer pak, then you can make use of these different items to redesign your on-screen bedroom – and not a pretentious floppy-haired interior decorator in sight!

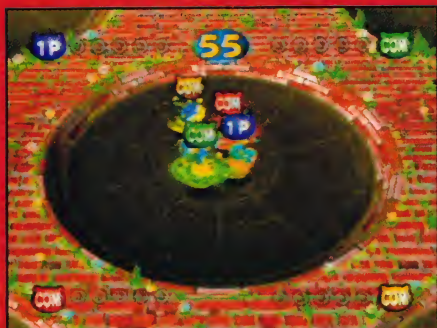






# Party 2

Yes, like its predecessor, *Pokémon Stadium 2* has a selection of mini-games which are very reminiscent of those in the recent *Mario Party* titles. Up to four players can take part in one of twelve different games on three difficulty levels, and all of them are pretty good fun. They are, in no particular order...



## TOPSY-TURVY

Four spinning Pokémon in a circular ring – the idea of this one is to knock your opponents out of the ring a specific number of times without getting knocked out yourself.



## CLEAR CUT CHALLENGE

Using some rather sharp Pokémon, the idea here is to cut the logs that drop down the screen as close below the white line as possible. Good reactions are needed here.



## FURRET'S FROLIC

Each player controls a Furret, and as the game progresses, bigger and bigger balls are rolled onto the screen. The idea is to knock as many as you can into your goal.



## PICHU'S POWER PLANT

This game looks simple but is actually quite tricky. You must move the D-pad in the direction of the electric rods, then hammer A or B as fast as possible to charge up Pichu.



## RAMPAGE ROLLOUT

Hurtle round the track in a bizarre racing game. Utilize the whirlwind power-ups to hamper your opponents and be the first over the finish line to win!



## STREAMING STAMPEDE

This is a very simple game – each round you must count specific Pokémon. As the difficulty level increases the Pokémon come faster and with more distractions.



## DELIBIRD'S DELIVERY

A test of your memory and your joypad skills, this one! You must guide Delibird up and down the screen, avoiding hazards and collecting gifts which need to be delivered.



## EGG EMERGENCY

As eggs drop from the sky you must move left and right to catch them, however you need to avoid the Pokémon that drop or you get a shock and lose eggs.



## EAGER EEEVEE

All four Pokémon run around in a circle, and the idea is to leap in and grab the items in the middle when the cover is removed. Not the best of the games, but fun for a while.





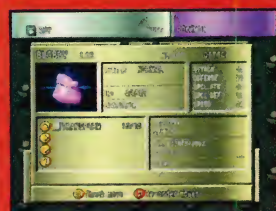
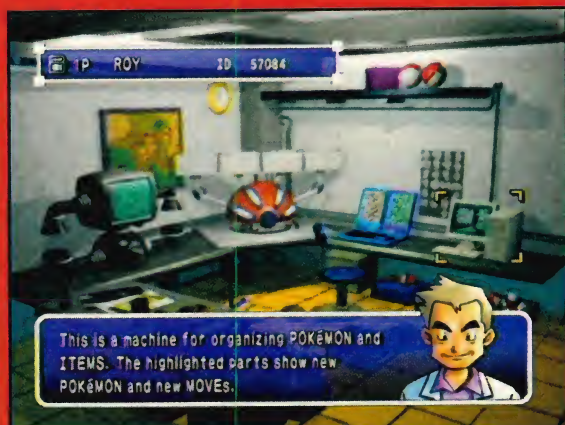
## Handheld On The Big Screen!

A particularly useful option in *Pokémon Stadium 2* is the facility – as in the original *Pokémon Stadium* – to play the Game Boy Color *Pokémon* games in their entirety through the N64 through the use of a Game Boy Transfer Pak. This means that you're not restricted to a small screen and seriously reduces the chance of eyestrain if you've got a decent-sized television to play on! As *Pokémon Stadium 2* has a lot of elements that interact with the Game Boy Color games (such as the opportunity for you to win game coins by doing the N64 quiz) it's very useful to be able to swap back and forth between them.



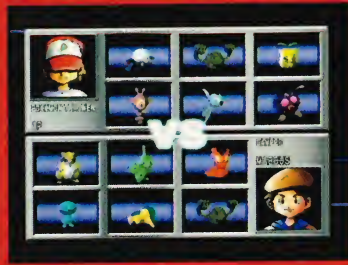
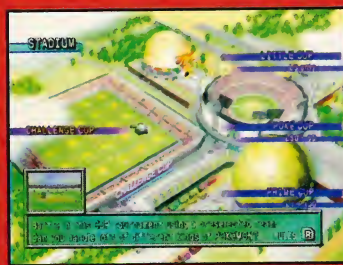
## Come Up To The Lab...

It wouldn't be a *Pokémon* game without an appearance from the renowned *Pokémon* expert Professor Oak now, would it? The Professor's laboratory isn't far from the stadium and it offers you a variety of different functions, including the ability to organise your items and a *Pokémon* trading facility. There's also a rather slick Pokédex, which, like the one in the Game Boy Color games, allows you to check on the statistics of all the *Pokémon* you've encountered so far. It's essentially the same facility as in the Game Boy Color titles, except that the displays are much more impressive!



## Challenge Cup!

This is one of the numerous tournaments that is available within the game. If you choose to compete in this mode, then rather than letting you choose your own *Pokémon*, the game instead gives you a set of pre-selected ones to fight with. This is handy if you're new to the game and so aren't really sure which *Pokémon* to choose, plus it's also good experience as it forces you to take control of *Pokémon* that you might never have fought with before. In this way, you learn a lot about different monsters, and may well discover a type that you have a particular talent for handling. It's also a good mode for those *Pokémon* enthusiasts who haven't got a Game Boy Color and thus don't have any of the little monsters already trained up!



too would like some big new world-shaking game on Nintendo that doesn't necessarily involve little red and white balls and umpteen zillion strange, cute monsters. Okay? Good. On with the review.

## Pokésequel!

*Pokémon Stadium 2* is quite obviously the sequel to the hugely successful *Pokémon Stadium*. The game proved so popular in fact, that Nintendo ran a series of competitions around the world with it, culminating in the first ever *Pokémon Olympics* in Australia. Essentially, *Pokémon Stadium* was not so much a game in its own right, as more a showcase for the Game Boy Color versions of *Pokémon Blue*, *Red* and *Yellow*. These games put you in the role of an aspiring *Pokémon* trainer, who must travel the land, capturing *Pokémon* and training them up so they become the most powerful beasts around. *Pokémon* fans could battle the in-game trainers, or – if they so fancied it – take on human opponents via the Game Boy link-up facility. The only problem with all this was that the limited graphical capabilities of the Game Boy and the Game Boy Color meant that the monsters weren't visually all that

impressive and the battles weren't terribly exciting to watch. Enter *Pokémon Stadium* and the Game Boy Transfer Pak. Plug your copy of *Blue*, *Red* or *Yellow* into the Pak, plug the Pak into an N64 controller, turn on *Pokémon Stadium* and before you know it your lovingly cared-for *Pokémon* are battling on the TV screen in stunning 3D colour! That was the theory and it seemed to take *Pokémon* fans by storm.

Now owners of *Pokémon Gold* and *Silver* can do the same with their Game Boy Color games, thanks to *Pokémon Stadium 2*. As before, the game allows you – via the Transfer Pak – to battle with your little monsters in impressive 3D. Also as before, there's the opportunity to play the entire Game Boy Color version (ie: the wandering around, RPG elements of it) on a normal television, via an option in *Pokémon Stadium 2*.

## Pokéquiz!

New additions to the game since the original include some new mini-games, a *Pokémon* quiz and a few other tweaks, but at the end of the day, what you're basically getting is the same game again. This raises



[Above] So you're feeling a bit ill are you, Mr Haunter? Very well then, if you'd just like to stick your tongue out and say 'aah'...

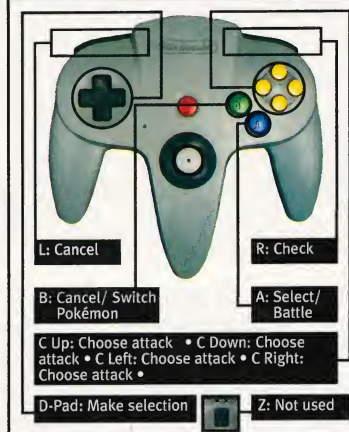
**"Think of it more as a 'Pokémon Stadium: Deluxe Version', rather than a totally new game."**





## 64 BOTTOM LINE

### CONTROLS



### ALTERNATIVES

**Pokémon Stadium:** Nintendo  
Reviewed: Issue 39, 88%  
**Pokémon Snap:** Nintendo  
Reviewed: Issue 45, 90%

### RATING

#### Graphics



#### Audio



#### Gameplay



#### Challenge



## OVERALL SCORE %

# 89

### Soundbite:

Essentially the same game again, albeit with a few useful improvements.

## What's This Do?

One thing that was sadly lacking from the last *Stadium* game was an in-game explanation of the moves. Anyone not totally versed in the mysteries of each Pokémon was at a distinct disadvantage as they were left to guess at the functions of the various different moves that each Pokémon could perform in battle. Now though, it's possible – through the use of the D-pad – to check each move before you select it, which comes in incredibly handy!



something of a dilemma if you've already got the original game – is it really worth shelling out the cash for this new one? Well, yes, at least if you're a serious Pokémon fanatic.

You see, while you can't use Pokémon raised on the Game Boy Color *Gold* and *Silver* games with the original *Pokémon Stadium*, you can use the old *Red*, *Blue* and *Yellow* Game Boy games with *Pokémon Stadium 2* – albeit with a few restrictions. This means that if you're one of those obsessives who's got all the different Game Boy Pokémon games, then *Stadium 2* is going to be very handy for you. If you're not such a fanatic however, then you should definitely think about it before you dash out and buy this game. Do you really need another *Stadium* game, after all?

### Poképower!

If you missed out on the first *Pokémon Stadium* though, then this is definitely the one that you want to consider. *Pokémon Stadium 2* has more options than the first game and – in addition to being compatible with the older Game Boy games as well as the new ones – it also has a few nice enhancements that make it much better for novice Pokémon trainers. Like the in-battle move explanations for example. The only catch is that the new game – in the US at least – doesn't come with the Game Boy Transfer Pak.

This means that if you haven't got

the first *Pokémon Stadium* then to get the most out of this title you're going to need to get hold of a Transfer Pak elsewhere, and it's not yet known whether Nintendo will be selling it separately in the UK (as most N64 owners will know by now, peripherals like the Expansion Pak are almost impossible to get hold of in this country now, so whether Nintendo will release the Transfer Pak separately over here still remains to be seen).

### Pokémon!

At the end of the day, *Pokémon Stadium 2* is a great game, with a few improvements over the original, but it's not anything earth-shatteringly innovative. As such, if you've only a passing interest in Pokémon then it might be worth seeking out a second-hand copy of the original game instead, although obviously this won't allow you to play with any monsters that you've trained up on the Game Boy Color *Gold* and *Silver* games. Doubtless the fact that this is a Pokémon game will ensure that it sells loads to all the fans out there, but we're telling you now: don't expect anything that you haven't seen before. Think of it more as a *Pokémon Stadium: Deluxe Version*, rather than as a totally new game. ■

## Book Smarts

In addition to the classroom option, there is another resource available to you if you want to learn more about Pokémon, namely: the Library. Here you find a wealth of information on all sorts of things from different Pokémon types to Pokémon breeding patterns. This is the place to go once you've got a firm base of Pokémon knowledge, as you need that in order to understand a lot of the more advanced stuff.



## 2nd Opinion

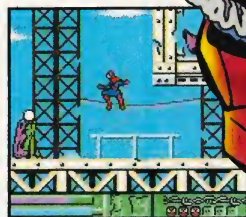
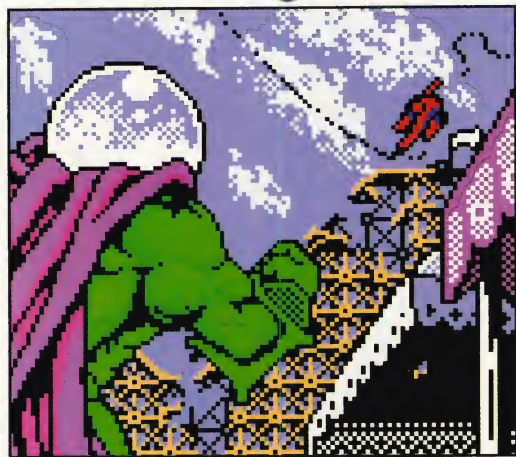
### Rating



→ Personally, I feel that this is a bit of a con. If you liked the first *Pokémon Stadium* then this is more of the same, but frankly I find it dull! Instead of releasing two games, why didn't they just wait? Then you wouldn't have to pay for it twice!

→ Paul Gannon





*It's the return of the real king of the swingers!*

# Spider-Man 2: The

## NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	Activision
Developer	Torus Games
Game Type	Platform



**W**e're all aware that he can 'do whatever a spider can', but Spider-Man also has a lot of advantages that a regular spider would be jealous of. For instance, when Spider-Man is taking a bath he doesn't have to put up with a woman screaming at him. He certainly doesn't end up underneath a cup, being escorted outside by a rather miffed boyfriend, does he? Or what about when he's using a drainpipe to climb the side of a building, does the rain come down and flush him out? No! It's also a fact that he doesn't get a bunch of nasty little kids chasing after him so that they can pull his legs off. (Paul! Talk about the game! Remember, the *game*? – Roy.) Er... so, in many respects he's lucky, but unlike a spider, Spider-Man does

have to put up with the constant threat of evil forces kidnapping his relatives. It's this very problem that Spider-Man (AKA: Peter Parker) has to deal with in this latest Game Boy Color outing.

### Web Wise

Yes, Spidey fans, it looks as though a whole host of trouble is about to hit town and everyone's favourite webslinger is the only guy able to take on some of the most nefarious criminals to ever grace the Game Boy Color. By running, swinging and fighting your way through a shed-load of action-packed levels, you (as Spidey) must take on the enemy in order to save your aunt from the clammy clutches of a mysterious foe!

The action is viewed in the usual

side-scrolling platform style which is typical of the GBC. What is *not* typical is that because this is Spider-Man we are talking about here, he can cling to nearly any surface and he can also sail through the air thanks to his webslinging, swinging powers! This opens up the playing arena to encompass not just the ground but to places high above, including the buildings that tower over the various areas, which makes for fantastic freedom of movement and ensures that the game is a great deal of fun to get into.

It also means this game is not as straightforward as other platform games. Instead of simply moving left to right whilst whacking the odd enemy until you get to the end, you instead get to go in any direction you like. In many cases you have to explore every square inch to fulfil your objectives which ultimately benefits the gameplay immensely!

### Kerb Crawling

The game itself looks rather fantastic. The main bulk of the game captures the cartoon look of the comics



[Above] That vending machine has tricked me again! I wanted cheese and onion crisps and the bleedin' packet got stuck! Grr!



[Above] 'Boof'? What kind of a sound effect is 'Boof'? Sounds like something out of that old, camp Batman TV series!

**\$64,000 QUESTION**

- + Cling to any surface!
- + Masses of action
- + A strong challenge
- Can get a little boring





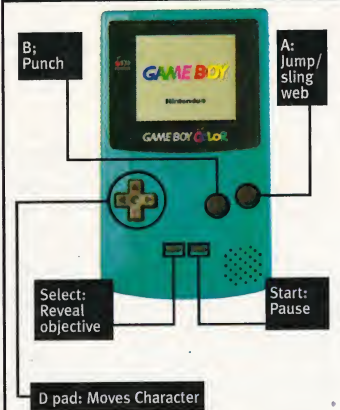
## Marvel-lous!

That's not all folks! As it happens there are a few more Marvel Comics-based videogames due to arrive in the not too distant future, on your GBC or GBA! Apart from a few *X-Men* titles, some of which you may already be familiar with (*Mutant Academy?*), the man of the moment, **Wolverine** himself, has been granted his own Game Boy Color outing! It's called *Wolverine's Rage* and features a whole load of jumping, bashing and slashing for you to get to grips with! Take a peek at these screenshots and wait with bated breath until a review comes your way!



## 64 BOTTOM LINE

### CONTROLS



### ALTERNATIVES

**Tomb Raider:** THQ  
Reviewed: Issue 43, 97%  
**Donkey Kong Country:** Nintendo  
Reviewed: Issue 47, 90%

### RATING

#### Graphics



#### Audio



#### Gameplay



#### Challenge



## OVERALL SCORE

# 89

### Soundbite:

Top platform action for all 'true believers'!



**"Spider-Man is a tip-top platform title and certainly one of the best of its genre."**

[Right] Ooh, what a feeling! When I'm dancing on the ceiling! Y'know from this angle, I can see right up that guy's trouser leg. Yikes!

## 2nd Opinion

### Rating



→ I've got to admit it - I was VERY impressed by this game! I expected another duff platformer and instead Torus has come up with an INCREDIBLE platformer! *Spider-Man 2* is incredibly versatile and handles like a dream. Check... this... out!

→ Roy Kimber





# Rainbow

## NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	No save
Publisher	TDK Mediactive
Developer	TDK Mediactive
Game type	Platform



## \$64,000 QUESTION

- Gorgeous graphics
- Incredibly addictive gameplay
- 11 different worlds
- No save option

**64**  
MAGAZINE  
**STIZZLER**

[Right] Bub contemplates the purchase of a new Nike running shoe which should give him a rather nice turn of speed.

## Eat rainbow, insufferably cute animal scum!

**T**DK Mediactive is new to the world of videogames, its first foray into Game Boy Color territory coming in the form of Game Boy versions of fairly old arcade licences. The first, *Elevator Action* (reviewed elsewhere in this issue) is a fairly entertaining game. The next: *Extreme Sports* is – frankly – pants, so much so that we decided it wasn't worth reviewing. The real jewel in the crown for TDK though, and the game which every (every!) self-respecting Game Boy Color owner should have in their collection, is a masterpiece of

platform action by the name of *Rainbow Islands*.

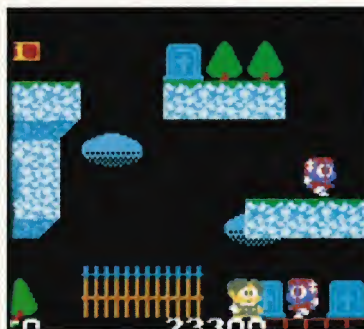
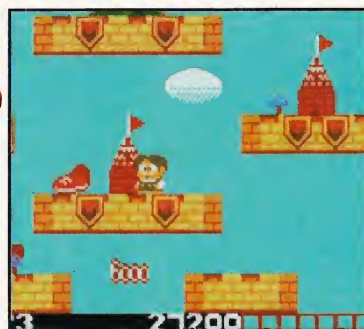
Long-term gamers will be familiar with this title, which met with some considerable success both in the arcade and on various home gaming formats in the days before the PlayStation and the N64. The plot of the game is simple: a pair of small boys called Bub and Bob (who used to be dragons, but more on that in a minute) have to save a little archipelago called the Rainbow Islands. This is a tiny cluster of islands upon which all sorts of weird and

wonderful creatures live strange and bizarre lives.

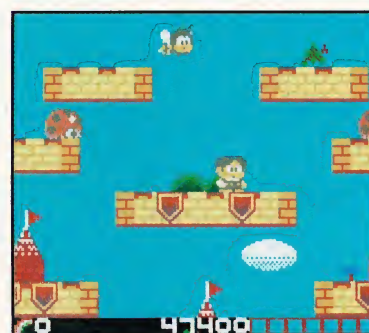
### Somewhere...

Now, if you're old enough, then you'll probably remember *Bubble Bobble*, a terrific arcade game (which has also been released on the Game Boy Color) which starred two little dragons – the aforementioned Bub and Bob – who had to fight through level after level of strange meanies in a quest to save their girlfriends, with naught but a strange capacity for blowing bubbles and a few handy power-ups to help them.

*Bubble Bobble* was simple, cute and incredibly addictive and thus it was inevitable that it would spawn a sequel. Rather than just produce another identical game with different levels though, arcade-meister Taito instead came up with a slightly different concept. Bub and Bob became human, and instead of bubbles, they fired rainbows (as you do) and thus *Rainbow Islands* was born (shortly afterwards the boys



[Right] This metallic level is populated by angry robots and has all sorts of things dropping from above – Bub needs to wear a hard hat!







# Islands

swapped their rainbows for rather camp parasols, but we don't like to talk about that).

*Rainbow Islands* on the Game Boy Color is a practically flawless conversion of the arcade game.

Unfortunately it's only one-player (a link-up option would've been the icing on the cake!) but despite this it's one of the most addictive games you're ever likely to play.

The object of the game is a simple one – make your way from the bottom of each stage to the top, collecting various bonuses and avoiding/offing all manner of nasty



creatures along the way. Each island is divided into six stages, every two stages you get a bonus, and then at the end of the sixth stage you meet a huge level boss.

## ...Over The Rainbow...

The key to the addictiveness of *Rainbow Islands* is in the rainbows. These function as weapons, as a means of getting about, and as a way of uncovering hidden bonuses. Fire a rainbow into a bad guy, and you turn them into a fruit which you can then collect for extra points.

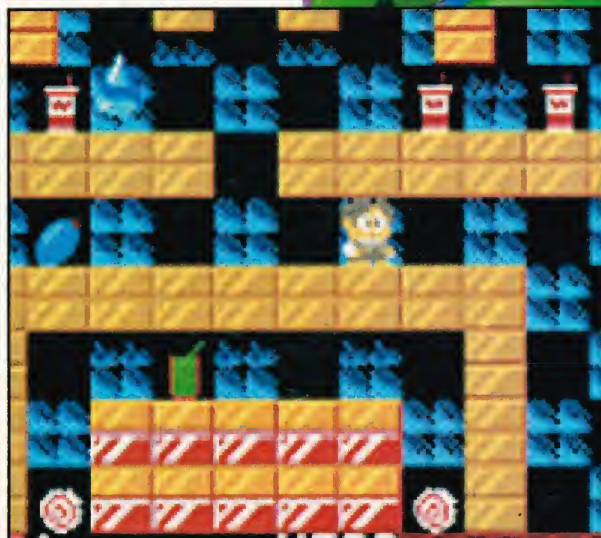
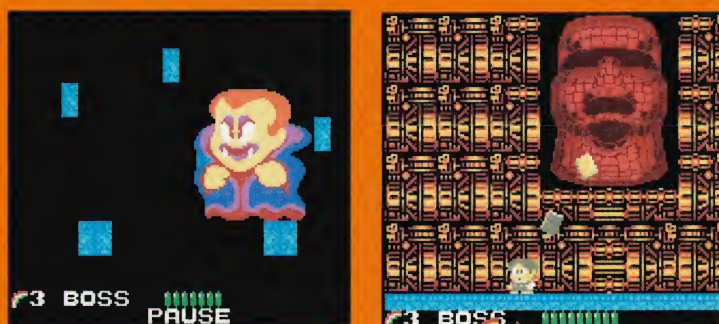
Drop a rainbow on a bad guy however (accomplished by making a rainbow and then jumping through it, causing it to fall down the screen) and it turns into something more special – either a high-scoring object or a power-up of some kind. Falling rainbows also often reveal previously invisible items.

In addition to their offensive capabilities though, your rainbows also make exceedingly good bridges. Once you've got the hang of it, it's possible to make your way up the screen without ever needing to stand on a platform, and indeed, on the later levels you pretty much have to do just that!

***"The game which every (every!) self-respecting Game Boy Color owner should have in their collection"***

## Da Boss!

At the end of each of the islands, you come across a huge boss monster. These are all themed to match the island, and strangely, their toughness doesn't always match the difficulty level of the island – ie: some of the early bosses are incredibly tricky while a few of the later ones are a complete walkover! Essentially, defeating each boss is simply a matter of learning their attack pattern and keeping out of their way!



[Above] This level looks remarkably similar to one from the arcade game that preceded *Rainbow Islands*: *Bubble Bobble*.



# REVIEWS

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islands, each of which has its own particular look and suitable enemies (like Insect Island, for example, where all the bad guys are insects or variations thereof). Finish all the islands in Story mode successfully and you get access to a seventh, Dragon Island. However, play the game in one of the other two modes, and you get access to yet more islands – a total of 11 in all – each with six stages and an end-of-island boss. While it is possible to get through the initial six stages fairly quickly, the later islands ensure that you'll have plenty to keep you coming back to the game, long after you would've tired of others.

The only real downside to *Rainbow Islands* is that there is no save facility, not even a password, and this is a shame because it means you lose all your scores once the machine is turned off. Despite this though, the game is an absolute must-buy, with ultra-addictive classic arcade gameplay and some of the best graphics yet seen on the Game Boy Color. Oh... and it has some of the catchiest music too! If you've got a Game Boy Color, then you really need to get a copy of *Rainbow Islands*, it's as simple as that! ■

## 2nd Opinion

Rating



Who cares about fancy graphics when solid gameplay more than grabs your attention? This classic game, although not very taxing, will certainly keep you occupied and entertained for as long as any other title around. Simple, fun and engrossing stuff.

Paul Gannon

**"Ultra-addictive classic arcade gameplay"**

Initially you can only fire single rainbows and they come out fairly slowly, however by collecting potion power-ups you can increase the number of rainbows you can utilise, and the speed at which they are produced. You can also get a running shoe, which increases the speed of your movement – very useful against the nipper enemies.

### ...Way Up High!

The game is divided into three different modes – Story mode, Score Attack and Time Attack. In Story mode you initially have access to six different themed



## 64 BOTTOM LINE MAGAZINE

### CONTROLS



### ALTERNATIVES

**Donald Duck:** Ubi Soft  
Reviewed: Issue 46, 90%  
**Rayman:** Ubi Soft  
Reviewed: Issue 43, 87%

### RATING

#### Graphics



#### Audio



#### Gameplay



#### Challenge



## OVERALL SCORE %

**93**

**Soundbite:**  
Ultra-addictive classic platform action!





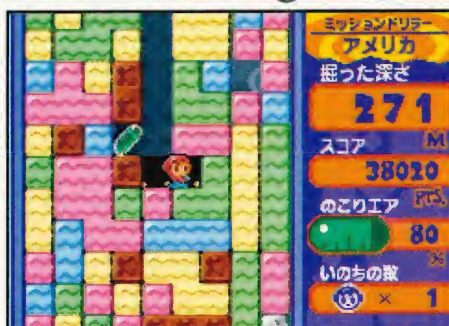




# REVIEWS

Written by:  
Chris Brown

48



# Mr Driller 2

## NINFO

Link cable	Yes
Number of players	2
Saves?	To Cart
Publisher	Nintendo
Developer	Namco
Game type	Arcade puzzler
Origin	Japan
Release	Out now (import)
Price	£54.99

**Eat your heart out Bob the Builder – there's a new workman in town!**

**M**r Driller – darling of the Sega Dreamcast and recent star of his own Game Boy Color title – has made his debut appearance on the new Game Boy Advance... and this time he means business! So what new adventures does this latest game send our hero's way you ask? Well he has to drill through layer upon layer of blocks. And that's about it. There's no jumping. There's no climbing. There's definitely no shooting. There's just drilling, drilling

and more drilling. This is a basically a very, very simple game.

At the beginning of each stage you start off at ground level (which – in this case – is the top of the stage) and then using your trusty drill you have to bore your way down as far as possible into the ground. This ground is made up of *Tetris*-style blocks which must be removed one at a time. However, the gameplay isn't as easy as it sounds because if you remove a block that was supporting another one then the upper block falls down on top of you and Mr Driller becomes an instant pancake. Game Over man!

The idea is to be very careful which blocks you remove, but if you do cause a block to fall then you have to drill like hell to get out of the way. Of course, in doing this you might well start another fall of blocks... and so it continues. In addition to this, being under the

ground, air is limited and so your oxygen supply runs out after a certain amount of time which means you have to keep collecting air-tanks in order to stay alive.

### Blockbuster!

At times this game gets to be very fast and very, very frantic because you are drilling as fast as possible to get some more oxygen, but at the same time you need lightning-fast reactions to avoid all the falling blocks. The downside to the game is that – like in the first title – in *Mr Driller 2* every level is ultimately very similar and so there is little variation in the gameplay. You just spend your time drilling down and down. This might seem almost boring to the untrained eye but in

fact you get so absorbed in the game that you find you can't put it down... you just can't stop that drilling!

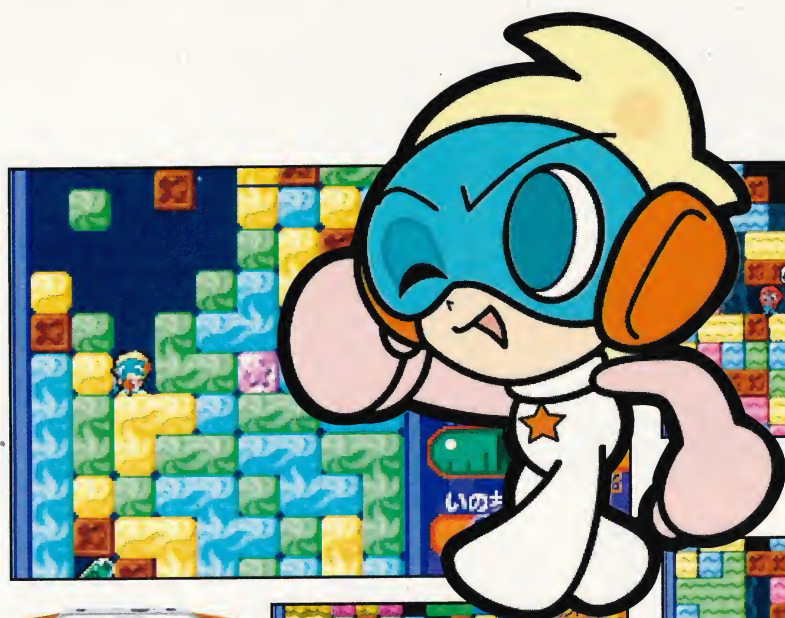
While *Mr Driller 2* does look like a game for kids – and will doubtless



[Above] This patio is designed to make passing birds crashland, providing a cheap alternative to Sunday roasts.

[Above] Carol Vorderman dressed very strangely indeed for the Japanese pilot edition of Countdown.





[Above] Well, well, Mr Driller...looks like your time could be up!

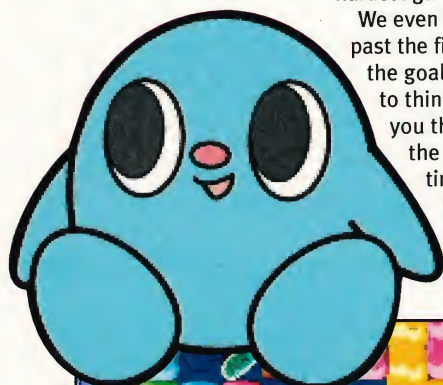


attract them with its simple gameplay and cute, colourful graphics – it isn't necessarily, in fact it's a regular wolf in sheep's clothing... it's one of the hardest games we have ever played!

We even had big trouble getting past the first level, in fact to achieve the goal of completion you have to think ahead, and plan what you think is going to happen to the blocks around you each time you remove one of them. This is no easy task when there are only 10 seconds of oxygen left and you are trying to

move downwards as quickly as is humanly possible!

Mr Driller 2 is a fun game but may not be what many people want from the Game Boy Advance. The general consensus seems to be for new games, not old Game Boy Color games with polished graphics and just an extra number stuck on the end of the title. Mr Driller 2 is very limited in gameplay variety so don't expect to be playing in a rich 3D environment. However, that said, the whole thing is incredibly addictive and very simple to just pick up and play, with the added bonus of cheesy music which will doubtless be great for driving your family mad on a long car journey. Mr Driller 2 is a very unusual game. To be honest it's a lot like Marmite in videogame form. You're going to either love it or hate it! ■



[Above] Okay, so it won't singe off your eyebrows with its graphics, but puzzle games are normally a bit dull to look at!

**"You're going to either love it or hate it!"**

**2nd Opinion**

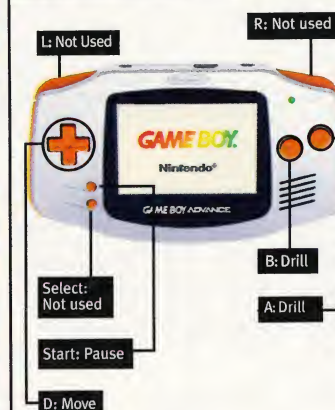


→ As a puzzle game, this little beauty is compulsive, addictive and a whole lot of fun. Although quite tough in parts, there are so many options available that it'll be a long time before you get bored with it. It's damn fine to be honest, I love it!

→ Paul Gannon

**64** **BOTTOM LINE**

**CONTROLS**



**ALTERNATIVES**

**Mr Driller, Namco**  
Reviewed: Issue 50, 91%  
**Lemmings, Take 2**  
Reviewed: Issue 45, 93%

**RATING**

**Graphics**



**Audio**



**Gameplay**



**Challenge**



**OVERALL SCORE**

**80**

**Soundbite:**  
Incredibly addictive but ultimately repetitive puzzler.



## REVIEWS

Written by:  
Alex Jones

\$0

## Aidyn Chronicles

## The First Mage

## NINFO

## PLAYERS



## EXPANSION PAK



## RUMBLE PAK



Publisher	THQ
Developer	THQ
Game Type	RPG
Origin	US
Release	Out now (import)
Price	£64.99

**Prepare to battle all manner of goblins and mages and knacker your sturdy walking shoes in this latest 64-bit trudge-fest!**

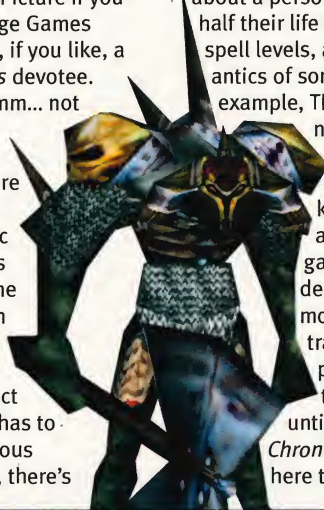
RPGs are not, at first glance, all that thrilling. Picture if you will the average Games Workshop fanatic, or, if you like, a *Dungeons & Dragons* devotee. What do you see? Hmm... not a pretty sight is it? Role-playing games have, since well before the dawn of time, lacked a certain basic level of cool. Perhaps it's the amount of time you have to spend on them before you get anywhere meaningful, or the fact that every character has to have a plainly ridiculous name. Whatever it is, there's

just something that's not quite right about a person who enjoys spending half their life worrying about HP, spell levels, and the turn-based antics of someone called, for example, Tharg Deathdealer. That's not to say that RPGs can't be great fun – they can – but not the kind of quick-fix adrenaline rush that the games console was designed for all those moons ago. RPGs have traditionally been the preserve of serious PC types called Colin – until now, that is. *Aidyn Chronicles: The First Mage* is here to try and prove, once

and for all, that playing an RPG on a games console is, in fact; cooler than a penguin's cold bits.

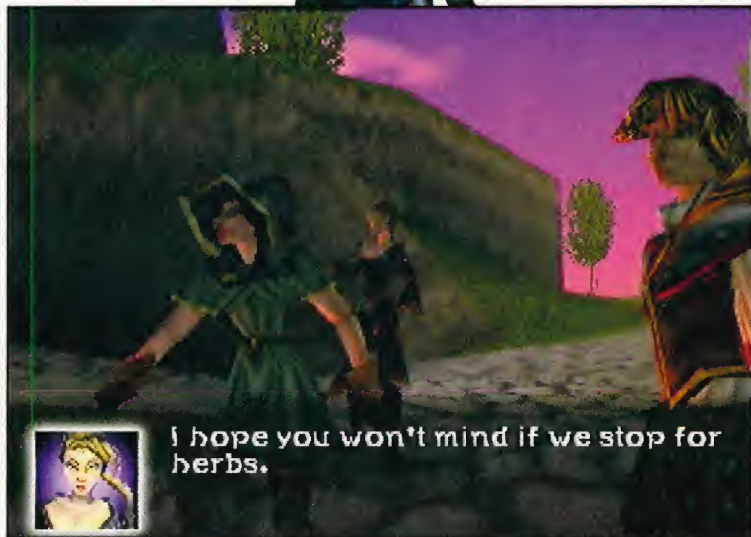
## After You, I Insist...

The first step *Aidyn Chronicles* takes towards combining the depth and atmosphere of a top-hole RPG with the hack 'n' slash action of an arcade game is in its basic design. You control Alaron, a young orphan knight who's been knobbed by some particularly nasty goblin poison, and who must reach a reclusive race of mages on the other side of the kingdom so they can cure him before he croaks. Predictably, our hero is accompanied on his quest by a bunch



## \$64,000 QUESTION

- ✦ The gaming area is pretty massive
- ✦ Quite a challenge
- ✦ Lots of interesting folk to interact with
- ✦ Atmospheric, with a good, detailed plot
- ✦ Tons of decent enemies and good spells to fight them off with
- ✦ Control system is quite dodgy, especially in combat situations
- ✦ Graphics look quite dated in places
- ✦ Turn-based gameplay gets very dull
- ✦ Camera control and angles are a bit irritating
- ✦ Too much walking and talking, not enough violent fighting!



[Above] "I told you, this is a dangerous quest to cure me of a nasty dose of poisoning before I die. It is not, repeat not, a chance for you to perfect one of your recipes!"



[Above] All those years spent watching 'Knightmare' on CITV would serve young Alaron well here...





# cles:

51



[Above] Alaron's latest vat of homebrew was nearly ready to drink.



## SUPPLIED BY

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You're being polite. Everyone knows the castle mages are all fools, all of them. Gechina knows the ways, but she's Mirari.

## All Mouth And No Trousers

In all RPGs, there's always a fair amount of aimless nattering to be done in order to progress in your quest. For those not accustomed to the standard RPG format (wander around, talk to every person you find, then move to the next area) this can get extremely annoying. One thing that made the veins in our foreheads throb with rage was that everyone young Alaron ran into had plenty to say, but none of them seemed to have anything really useful to contribute! As you can see from these randomly-picked screenshots, verbal diarrhoea is absolutely rife in the mythical land of Iden! We've had enough chitchat – let's just get on with the mindless violence, shall we?



There are alchemists and magicians who are experimenting with healing potions.



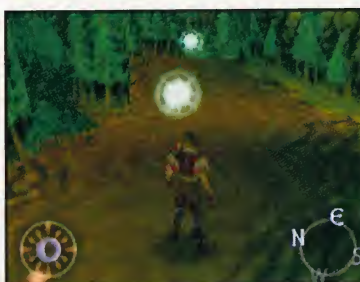
You are a good and loyal squire, but the world can be dangerous, as you have discovered...



I promise we'll come back in one piece. Free of this goblin poison. That is my pledge to you, on my honor as knight.



How be you this day, pup?



[Above] The fireflies in the forest were extremely friendly, helping holidaymakers back to their campsite at night.

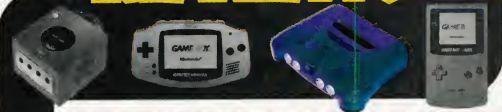


[Above] Our hero's radioactive pet parrot, who answered to the name Sellafeld, was the talk of the forest.

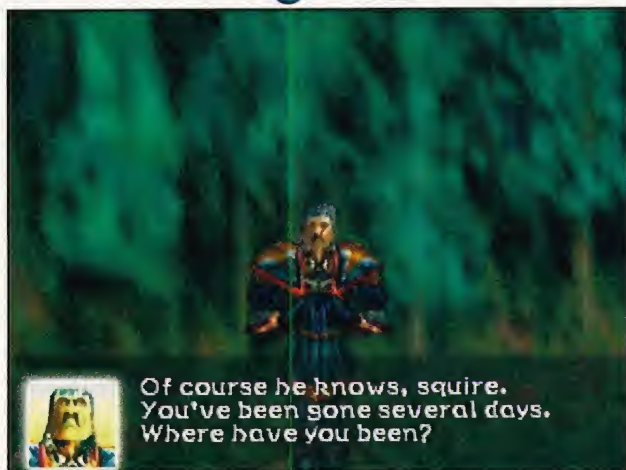
**"The environments suffer from the kind of pop-up not usually seen outside the books section of an Early Learning Centre"**



# REVIEWS



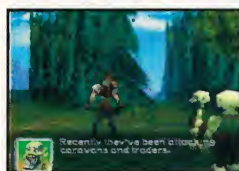
52



Of course he knows, squire. You've been gone several days. Where have you been?

makes the combat sections a slight improvement on the norm. Also, the enemies are no pushover, and the game's AI soon takes care of gung-ho adventurers, who, for example, set off on their quest at night. The first

**"Aidyn Chronicles is well worth your time and money if you are a confirmed fan of the genre"**



[Above] These little bald fellows aren't a threat, but they are very irritating.

[Below] This knight's new plasma-screen television was the envy of the castle.

time we played the game, we thought nothing of setting out on the quest at midnight, only to be set upon by five hungry wolves and brutally slaughtered about five yards from the castle! Whoops!

## Wincy Willis Would Be So Proud

Another great feature of *Aidyn Chronicles* is the role played (pardon the pun) by the landscape and the weather. We've already mentioned that it gets a lot harder to travel



[Above] Alaron's 60-foot statue of himself, erected without planning permission in his garden, enraged his neighbours.

through the dense forests of Iden during the night, because wild animals roam the highways and byways without a care in the world, and are more than willing to separate any foolhardy adventurers from their limbs if you stumble across them. However, if your party travels the same road during daylight hours, the animals are frightened off by the number of villagers and knights around, and thus won't bother you too much.

This impressive AI is complimented by wildly varying (and convincing) weather conditions – which have a serious effect on your party's stamina and speed of travel. Another factor that builds on the atmosphere and realism of the game is the inclusion of a level of fatigue for each of your team members. By this we mean that if they've been trudging through a downpour that would put the Brazilian rainforest to shame for a whole day, then your comrades will be rather tired and thus if they get ambushed during the night, will hard pushed to defend themselves from attack. This



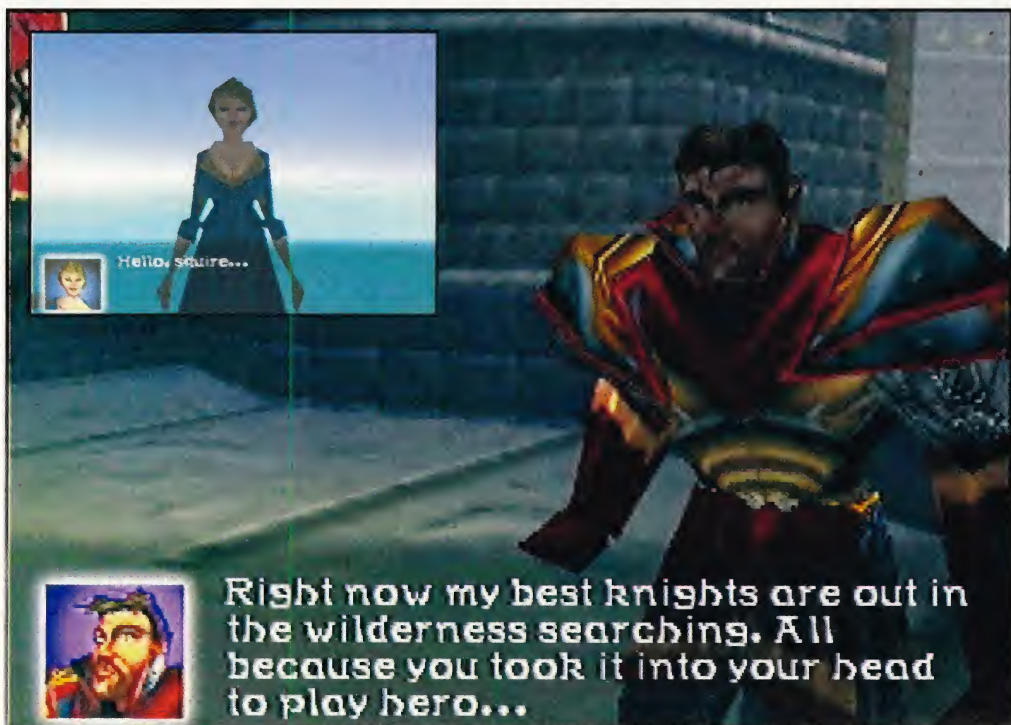
[Above] "Look at the state of this carpet! Three hours I spent cleaning that, and now someone's brought mud in on their shoes!"

means you have to rest the group tactically – recharging their HP by letting them have a sleep at night in as safe an area as you can find. As the adventure progresses however, finding that elusive safe haven becomes increasingly difficult, and if your team does not contain someone with decent Ranger (lookout) skills, then you'll be in more danger than a slow-witted turkey taking a free tour of the Bernard Matthews factory!

## Mage Rage

Unfortunately, *Aidyn Chronicles* isn't without its faults – and we're not talking minor teething problems here. These are the kind of errors in design that would have Anne Robinson and the rest of the *Watchdog* team on the case right away. For a start, the graphics are a little, well... old. Despite boasting an Expansion Pak-assisted graphical treat on the box, *Aidyn Chronicles* is graphically of a similar standard to *Quest 64*, or any of the more middle-aged RPG games previously released on the N64.

The majority of the characters and enemies are fairly well drawn, but their animation leaves quite a lot to be desired. The environments



Right now my best knights are out in the wilderness searching. All because you took it into your head to play hero...



[Above] Marks and Spencer's new 'Medieval Weapons Department' was an ill-advised attempt to boost profits.



# REVIEWS



## 64 BOTTOM LINE

### CONTROLS

**L:** End Turn  
**R:** End Turn  
**B:** Cancel  
**A:** Action/Start Attack  
**C Up:** Use previous item • **C Cast spell**  
**C Left:** Select party member • **C Right:** Select party member •  
**D:** Move characters/Select target  
**Z:** End turn/sneak

### ALTERNATIVES

**Majora's Mask:** Nintendo  
 Reviewed: Issue 47, 95%  
**Mystical Ninja, Konami**  
 Reviewed: Issue 13, 80%

### RATING

#### Graphics



#### Audio



#### Gameplay



#### Challenge



### OVERALL SCORE

**73%**

**Soundbite:**  
An ambitious RPG marred by duff control system and iffy graphics.

## When Vermin Attack

This is not a game for animal lovers, anyone who's vegetarian, or fans of the rodent population in general. The reason for this is a simple one: *Aidyn Chronicles* is full of weird-ass gameplay elements – visions, dreams, potions etc – but one of the strangest is the way in which your peaceful, mainly law-abiding band of lads and lasses is randomly set upon by crazed vigilante wildlife. When we say wildlife, we don't mean cute ickie bunny rabbits, or small adolescent voles with an axe to grind. No, we are instead referring to the kind of horrible, record-breakingly ugly monster creatures that would make kids' TV's famously balding animal expert Terry Nutkins crash his scooter. Er... presuming he's got one, obviously. Take a look at these charmingly rabid little fellows, and you'll see exactly what we mean...



themselves, while detailed and massive, suffer from the kind of pop-up not usually seen outside the books section of an Early Learning Centre. The sound is also fairly unremarkable: the music is atmospheric and almost constant, but the spot effects are more than a little lame – a giant rat making a noise like a chicken when it dies doesn't help on the realism front!

Another major issue we had with this game was its control system. During the fights, you can't aim your attacks very precisely because of a combination of the constantly shifting camera angles and the slow response of the controls. This leads to all manner of problems – ranging from being unable to manhandle the camera round quickly enough to see where you're going, to being

unnecessarily killed by really weak enemies, because you can't aim your shots properly.

### Wherever I Kill My Rat, That's My Home

All of these problems aren't particularly the fault of the programmers though – *Aidyn Chronicles* is, just like that other monument to averageness, *Mega Man 64* – dated because it was started absolutely donkey's years ago, and we've been awaiting the release for what seems like several Ice Ages.

Overall, *Aidyn Chronicles* is still well worth your time and money if you are a confirmed fan of the genre. Despite its flaws, the game is still very playable and enjoyable, but it will definitely test the patience of anyone who likes more instantly playable games. It's a shame, because underneath it all, there is a decent little game in there... somewhere. ■



## 2nd Opinion

Rating

→ I'm not the world's biggest fan of RPGs, and this one didn't exactly convert me to the cause. That said, it's a fairly enjoyable game for a while and doubtless it will keep the diehard N64 role-playing fanatics out there happy for a while.

→ Roy Kimber

[Above] That's reassuring to know, because we've not got the foggiest clue where we should be going!



# Doug's Big

## NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	Ubi Soft
Developer	New Kid Co
Game Type	RPG

## Are you cool enough to dig Doug?

Unless you are an avid fan, it's possible that you have never heard of *Doug* before. It's one of Disney's Saturday morning cartoon series that tells of the adventures of a boy and his dog as they try to win the heart of a certain little lady by the name of Patti.

feature-length movie (that managed to come and go more-or-less unnoticed), a game is now available for the Game Boy Color. It goes something like this...

### Patti Cake: Baker's Man

Doug has been stood up by Patti, possibly for the thousandth time and he is, understandably, a bit upset and rather eager to know where the girl he worships has disappeared to. By talking to friends and relatives, while at the same time helping them out with their little problems, you must endeavour to help Doug find Patti as soon as possible!

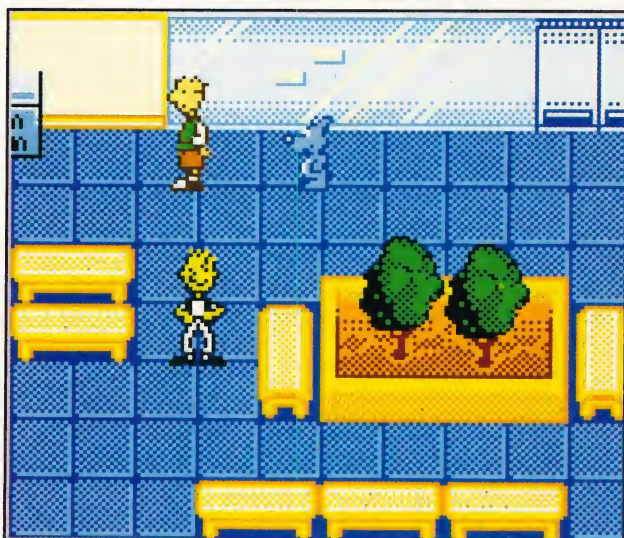
The game is divided into a series of tasks and mini-games. The tasks themselves involve the usual

collection of objects and coming to the aid of those in distress. At the end of each task, Doug escapes into a dream-world where he is Quailman, a superhero to end all superheroes. In these sections you must dodge or attack the enemy to finish the stage and move on to the next challenge in the real world. Once all of these areas have been completed you eventually find Patti. Along the way, in order to make your search quicker and easier, there are coins to collect

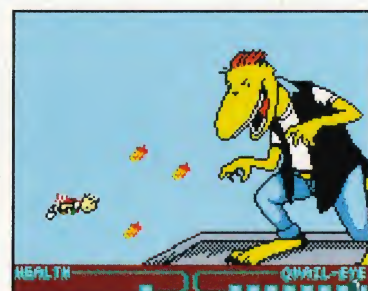
**"Doug's Big Game is an imaginative and certainly enjoyable title"**



[Below] Never before in videogame history have fish been so cute looking and yet acted so viciously! Watch that haddock, it bites!



[Above] Sunday afternoons in the departure lounge were a bit of a drag – Doug's flatulence made them even harder to bear.



[Above] Evil takes on many forms but this one just takes the mickey. How is Doug supposed to fight that thing?

(these coins allow you to use call boxes that give you important information) and power-ups to find when in Quailman mode.

### Doug Deeper

Doug is relatively simple to get into and the challenges are quite good fun. However, some of the tasks can be a little odd, especially when you have to hunt for an object that has been hidden in the weirdest place imaginable! Possibly the strangest thing about *Doug's Big Game* is how it is actually structured. After playing through it once, you'll notice how short the game is and possibly even think that you have been short-changed. This is not the case. As it turns out, when you have played the game through once, you're told how well you did and it is up to you to better that effort. Ultimately, the aim of the game is to try to find Patti in the quickest time possible.

Although the idea of playing through the game over and over just to ensure that you have found Patti



[Above] It's truly a-mazing how many genuinely crap puns you can cram into even the simplest two-page review.



[Above] Let's all meet up in the year 2000. Won't it be strange when we're all fully grown? Er, not really – it's already 2001.

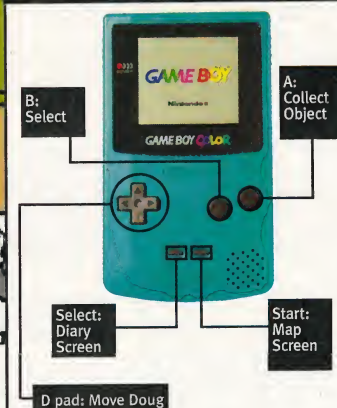




# Game



## 64 BOTTOM MAGAZINE LINE CONTROLS



55

## ALTERNATIVES

**Daikatana:** Kemco

**Reviewed:** Issue 45, 92%

**Pokémon Gold/Silver:** Nintendo

**Reviewed:** Issue 50, 90%

## RATING

### Graphics



### Audio



### Gameplay



### Challenge



## OVERALL SCORE %

# 80

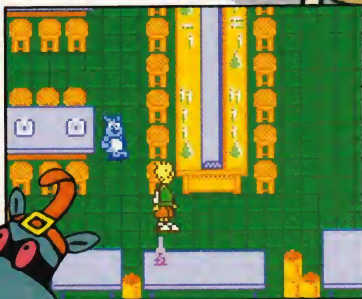
### Soundbite:

Doug's Big Game is as big or as small as you want it to be!

## \$64,000 QUESTION

- Visually faithful to the original cartoon
- A variety of objectives
- Some of the challenges are bizarre
- Strange game structure

quicker than last time may seem dull, the game's been programmed so that each time you play through tiny changes have been made to it. So although the basic structure is the same, some of the tasks change and the Quailman mini-games vary too. This means that you get a lot more



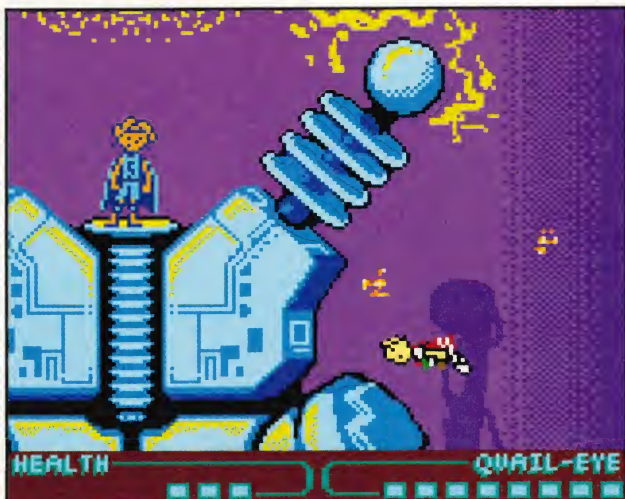
[Above] "Bye kids, we'll see you next week for another exciting adventure with Fetish Boy and Bondage Dog. Happy whipping!"

gameplay out of the title than you first realise and also means that there is always something new and interesting to discover.

The sound, as with most Game Boy titles, is rather unremarkable, but at least it's not annoying or repetitive! Visually, the graphics capture the images from the cartoon show perfectly and each screen looks bright, colourful and fun. Even if you are not a fan of the show, *Doug's Big Game* is an imaginative and certainly enjoyable title, although the strange game structure may well not be to your taste. ■



[Above] The brutal side-effects of Doug's vindaloo binge had the unexpected effect of curing the town's overcrowding problem.



## 2nd Opinion

### Rating



→ IWell to be honest, *Doug's Big Game* just wasn't as 'big' as I'd expected it to be! I appreciate the fact that you need to play it repeatedly and it's good that there's always something new, but the main game itself could have stood to be a little... well, 'bigger'!

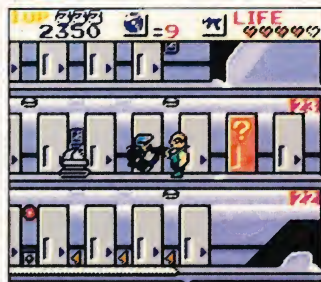
→ Roy Kimber



# REVIEWS

Written by:  
Paul Gannon

\$6



# Elevator Action

## NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	No Save
Publisher	TDK
Developer	Taito
Game type	Platform

## Lovin' an elevator! Big time!

In the Good Old Days™, games were simple and fun and what was wrong with that? Nowadays™, the success of a game seems to be down – in large part – to how pretty it looks. So in this age of 128-bit consoles, it's refreshing to see a game on the Game Boy which counts on the gameplay rather than on how many lovely images it can boast. *Elevator Action* isn't going to win prizes for best new or most amazing-looking game, but it does what the Game Boy was designed to do. Namely: to present games which are simple enough to just pick up and play, with gameplay to keep you hooked.

one might be fast and a good jumper but he may not be so strong, while someone who is very strong might be a bit on the slow side! The action is definitely 'old school' and very reminiscent of those good old Spectrum and Commodore games. You must run, jump and shoot your way through four large buildings in a side-on scrolling adventure that plays better than it looks. The bad guys and booby traps ensure that the action flows at a blistering rate, and coupled with the numerous weapon upgrades, this game is also strong on variety too!

The downside is that a lack of a password or save-to-cart system means that you always have to start at the beginning of the game when the machine is turned on, and – after a while – the action *does* get repetitive. Despite this though, the simple gameplay is addictive, and if you're going on any long car or train journeys then it's perfect for passing those otherwise dull hours! ■



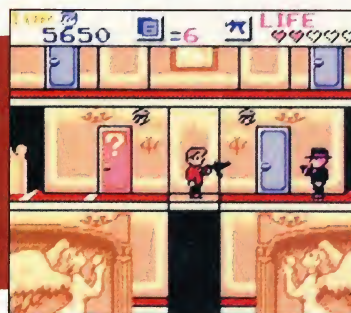
## \$64,000 QUESTION

- Simple and addictive
- Fast and action packed
- Repetitive
- Lacks a save function

## Going Down?

In *Elevator Action*, you play as one of three secret agents, whose mission is to infiltrate top government buildings and, using lift shafts, escalators and air ducts, break into rooms and steal top secret documents! Each agent has a different ability that distinguishes them from the others. So, for example,

**"The action flows at a blistering rate!"**



[Above] All these floors and doors and yet I cannot find the toilets! If I don't find them soon, well, I'd hate to see what happens! Suffice to say, it will get nasty!

## 2nd Opinion

Rating



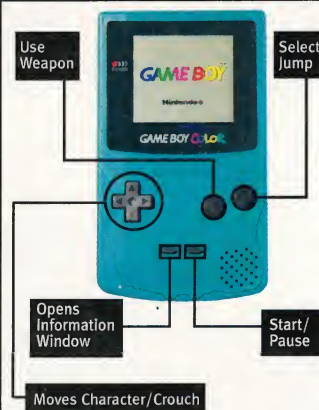
→ For the first time in recorded history, I actually agree with Paul about something... kind of. *Elevator Action* is a great laugh for a while, but once you get fazed by the 'samey' level designs you might give up on this otherwise decent action game.

→ Alex Jones



## 64 BOTTOM LINE

## CONTROLS



## ALTERNATIVES

**Lemmings: Take 2**

Reviewed: Issue 45, 93%

**Alfred's Adventure: SCI**

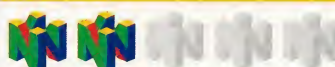
Reviewed: Issue 44, 80%

## RATING

### Graphics



### Audio



### Gameplay



### Challenge



## OVERALL SCORE

80%

## Soundbite:

This is a simple, fun, old-school Game Boy Color action game!





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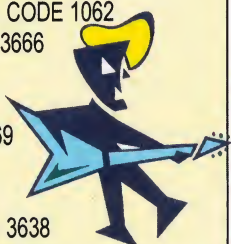
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Who Let The Dogs Out - Baha Men: CODE 3542  
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Match Of The Day: CODE 1444  
Stan - Eminem: CODE 1292  
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Forget About Dre - Dr. Dre: CODE 1179  
Buffy The Vampire Slayer Theme: CODE 1028  
Independent Women - Destiny's Child: CODE 3569  
What's The Difference - Dre & Eminem: CODE 3663  
Take A Look - Limp Bizkit: CODE 1342  
Reach - S Club 7: CODE 1332  
Blue: CODE 1449  
The Way I Am - Eminem: CODE 1194  
WWF DGeneration-X Theme: CODE 1062  
Fraggle Rock Theme: CODE 3666  
Hawaii Five O: CODE 3533  
Rocky Theme: CODE 1050  
The Royle Family: CODE 3669  
Pink Panther: CODE 1436  
Thunderbirds: CODE 3529  
Walking - Craig David: CODE 3638  
Freestyler - Bombfunk: CODE 3637  
Star Wars: CODE 1425  
Sex Bomb - Tom Jones: CODE 1393  
Last Resort - Papa Roach: CODE 1306  
Feel The Beat (Version 2) - Darude: CODE 3660  
Beverly Hills Cop: CODE 1432  
Groovejet - Spiller: CODE 3544  
Mission Impossible: CODE 1421  
Muppets: CODE 1443  
Dirty Dancing Theme: CODE 1034  
Case Of The Ex - Mya: CODE 3560  
Benny Hill Theme: CODE 1027  
Marshall Mathers - Eminem: CODE 3664  
Blue - Eiffel 65: CODE 1186  
Rugrats: CODE 3530  
Ruff Ryder's Anthem - DMX: CODE 1176  
Eastenders: CODE 3632  
Rendezvous - Craig David: CODE 3659



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Written by:  
Paul Cannon

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# Tomb be or not tomb be!

# The Mummy Ret

**A**nother movie, another sequel and, yes my dear friends, another cash-in videogame. It seems like only yesterday (but was, in fact, issue 48) that we reviewed *The Mummy* for the GBC and now, only a few months on, the sequel to the game based upon the sequel to the very successful movie is arriving on your handheld console.

The new movie is set a few years after the previous adventure, where we find Rick and Evelyn have settled down, married and ended up with a new son. After raiding another tomb, the happy couple have the rather stupid idea of stealing a necklace that holds great power, and in the process, this not only resurrects the mummy from the last film, but also unearths the very powerful Scorpion King. The game follows the plot of the movie quite closely and thus this is where you come in, taking the role of either Rick or his lovely lady Evelyn...

## Tomb Time!

*The Mummy Returns* certainly seems like it could be good value for money. The game is split into eleven levels and these take the form of one of four different gameplay styles. The first is a

scrolling 'escape from... whatever' section that forces our heroes to run as fast as they can away from whatever it is that is chasing them. This can be anything from a wall of water to a plague of flies.

The next, again, is a side-scrolling platform section where you must simply get from the left of the area to the right, shooting things and jumping hazards. The third style is a kind of beat-'em-up: playing as either Evelyn or Rick, you must defend yourself with a nice big sword against the hordes of enemies that come your way.

The final gameplay-style is a first-person shoot-'em-up. Your actual movement is restricted to just ducking whatever the enemy is throwing at you, while you use the aim icon to blast your foes.

Out of all of these different playing styles only the last example is really enjoyable. All of the others suffer from a really high frustration factor mainly because the characters you control all handle rather badly. A great example of this is when you have to run away from something. As you desperately try to avoid all of the pitfalls and obstacles, while at the same time trying not to be caught out by the edge of the screen, you soon discover that

both characters are about as responsive as a tortoise after one too many cans of Special Brew.

Another annoying point is that if you miss-time a jump and land slap bang in front of something, it becomes impossible to jump over it. This ultimately means that the character just has to just stand there and wait for death which happens quite a lot and doesn't really get any better as you proceed through the levels!

## Curses!

The game itself doesn't look too bad. The sprites are big and colourful and easy on the eye. The sound effects and music are also rather nice – it's just a pity that the rest of the game falls flat. Admittedly there are some nice touches. Most of the information screens are written in hieroglyphics which you can decipher by holding down the A button, which is cute at first, but ultimately a gimmick. With patience and effort *The Mummy Returns* can be completed relatively quickly, but because the game is, on the whole, slow, awkward and unresponsive, there is precious little fun to be had here. Its predecessor, although simpler, was far more fun to play and required a bit more thought, so if you have to pick between the two, go for the original. Maybe it's true what they say... sequels do suck! ■

## NINFO

Link cable	No
Infrared	No
Built-in rumble	No
Saves?	Password
Publisher	Vivendi Interactive
Developer	Game Brains
Game Type	Platform



## \$64,000 QUESTION

- ⊕ Varied styles of gameplay
- ⊕ Decent graphics and sound
- ⊖ Poor controls
- ⊖ Frustrating elements



## REVIEWS

64 **BOTTOM LINE**  
MAGAZINE

## CONTROLS



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## ALTERNATIVES

*The Mummy: Konami*  
Reviewed: Issue 48, 79%  
*Perfect Dark: Nintendo*  
Reviewed: Issue 45, 90%

## RATING

## Graphics



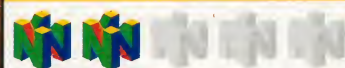
## Audio



## Gameplay



## Challenge

OVERALL  
SCORE %

60

## Soundbite:

An interesting mix of styles that doesn't quite work.



[Above] After a hard day's digging in the desert, the archaeologists liked to wind down by doing a bit of morris dancing.



urns

2nd  
Opinion

Rating



→ I On the face of it this game looks pretty promising, and even seems vaguely reminiscent of *Prince Of Persia*. Sadly though, it falls flat in the gameplay department and ends up being alternately dull and irritating. Give it a miss.

→ Roy Kimber



[Below] The commuter took aim at a kid passing him on a micro-scooter, and did the world an almighty favour...



[Above] As he'd been undead for 7,000 years, Ramses had time to perfect his kung fu skills, and proved a bit of a handful when he was let out.



# Banjo-Tooie

*The Godfather Part 2 of videogames (ie: similar to but better than the original!)*

## NINFO

### PLAYERS



### EXPANSION PAK



### RUMBLE PAK



Publisher	Nintendo
Developer	Rare
Game Type	Platform
Release	Out now
Price	£39.99

## MEMORY OPTIONS

- **MEMORY:** Stores game settings and saves
- **CONTROLLER PAK** N/A

## \$64,000 QUESTION

- ✦ Glorious graphics
- ✦ Tons of variety
- ✦ Massive challenge
- ✦ Action-packed
- ✦ A stern test of the old grey matter
- ✦ More moves than in the previous outing
- ✦ Typical Rare humour
- ✦ Decent multiplayer games galore!
- ✦ It's very big...
- ✦ Possibly a bit too big
- ✦ Too much backtracking
- ✦ Some frustrating and annoying elements



If someone was to ask you to list the top ten best games on the N64, then we reckon that at least four of them would be Rare titles. That is not such a ridiculous boast when you really sit down to think about it. Rare has given us *Goldeneye*, *Perfect Dark*, *Banjo-Kazooie* and – more recently – *Conker's Bad Fur Day*. Still, if you wait a little while longer until you've played *Banjo-Tooie*, then we're pretty sure that a fifth Rare title will crop up on that top ten list. "But it's a

sequel!" you cry, "and by its very definition will be inferior to its predecessor, and to compensate, it will just reuse all of the same ideas and make the challenges bigger and harder!" To a certain extent that is true, but is it such a bad thing? Many of the most popular sequels of all time have succeeded because the ante was upped quite considerably. Examples of this would be (in movie terms) *The Empire Strikes Back*, *Aliens* and *Toy Story 2*, which all took the elements that were successful and

familiar and built upon them. *Banjo-Tooie* succeeds because it does exactly that. It takes all of the components that made *Banjo-Kazooie* so popular and raises the stakes to make for a remarkable, enjoyable and absolutely gob-smacking challenge!

### Bear Naked Ladies

So what's going on then? Well, for a start, Gruntz's back from the dead and sucking the life force out of the living to reanimate her rotting

64  
MAGAZINE  
STALLER





**"Banjo-Tooie is just about everything a great game should be"**



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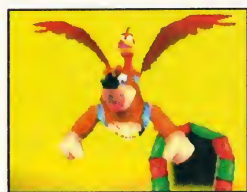


[Above] After a while, the game of charades started to bore the pants off Banjo.

corpse. Thanks to a rather large laser, Gruntilda and her two equally foul sisters are taking pot-shots at Banjo's buddies and turning them into zombies, which isn't very nice is it? It's up to Banjo and his big-mouthed bird friend Kazooie to save the day before everyone is turned into the living dead and Gruntilda once again casts a horrible shadow over the land!

One of the most interesting aspects of this game is that practically all of the special moves Banjo and Kazooie learned in the first game are available right from the beginning of this one. This makes the first few stages incredibly easy to get into as you are not starting from scratch, so the action can begin straight away. Another point to add to all this is that, of course, there are plenty more moves and abilities to learn along the way! As you progress through *Banjo Tooie*, these new moves add more and more to the variety of the game. However, there are, as in all things, positive and negative sides to this.

The positive side is that there are constantly new areas of the game to discover and investigate. At first, some parts of the game, for whatever reason, maybe out of reach. As you gain a new ability you can go back and complete the tasks or collect the items you need to move on. However the negative part is mainly the fact that investigating the same areas over and over again can become



[Above] During a break from chasing Gruntilda, Banjo passed the time by accessing obscure 'adult' Internet sites.



## Famous Bears We Have Known!

Okay, so Banjo is a mighty nice bear. He likes to run around strange environments, rescuing his friends and beating up bad guys. He certainly is a good role model, especially to other bears! But what have the other bears of the world offered us? Let's find out shall we?

### Bungle

The resident bear on the kids show *Rainbow*. A rather fey and, dare we say it, camp character who always wrapped a towel around his waist after a shower, despite walking around naked the rest of the time!



### Gentle Ben

In the tradition of those 'young boy befriends unusual animal' American TV shows, Gentle Ben was a big bear who saved Ron Howard's brother from things like hunters and property developers. *Crap!*

### Paddington Bear

Anyone who hates this bear is just a miserable old fart. I mean, what is there to hate about him? He's funny, cute and loves marmalade. Also, he likes wearing wellies. Who doesn't?



### Care Bears

These guys were so cute and caring (hence the name) that their sweetness could rot your teeth. They starred in a few feature films and had cousins. But just because they were American, doesn't mean they got up to anything with them!

### Yogi Bear

He's smarter than the average bear. Which doesn't mean much does it? How many bears do you know that can tell a good joke or question authority? We know none! Besides, this guy likes stealing pic-nic baskets. Fool!



### Dani Behr

Our favourite bear so far. She looks lovely, is the best actress in the whole wide world and used to be on the telly. I wonder if she's free on Saturday? Oh yes, and as far as we know, she doesn't take dumps in the woods! (Do you know actresses that do, then? - Roy.)

### Honourable Mentions:

Rupert the Bear, Nookie Bear, The Three Bears, Baloo, Kissyfur, Teddy Ruxpin, President Roosevelt (Theodore, not Franklin D) and Dexter from that Paul Whitehouse show, y'know: *Happiness*.





## PAL PERFORMANCE

How does the UK version compare in terms of speed to the import cart?

**Borders:** None

**Speed:** No noticeable loss of pace



## "Banjo-Tooie should be high on your most wanted list!"

quite tiresome. This is even more of a problem when you consider just how big the game is. *Banjo-Tooie* is absolutely massive and some levels are so huge that finding a place to start is a challenge in itself. Ultimately, what Rare has created is a challenge worthy of a videogames master. There is absolutely no way on earth you'll get through this game in just a few short hours of intensive play. There is just so much to see and do that, despite the insufferably cutesy look to the whole thing, even the most seasoned gamers will be probably be very hard-pushed to finish it without screaming a profanity or two!

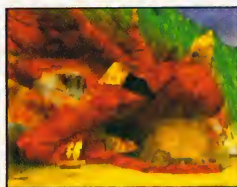
### Bird Brain

The difficulty level of the game changes in accordance with the moves you pick up, and as a result, the challenge steadily increases. The first few stages are simple enough to complete, but this all serves as a precursor to the action which is to follow. Once you have picked up more tricks and talents, the game changes so that these abilities are not wasted. Using every trick in the book is the only way to get that last elusive Jingo or to reach that seemingly impossible ledge. It's great to play a platform game that gives you lots to think about as well as offering tons of action to get your fingers around.

But it's not just the usual running and jumping antics that make up the gameplay in this title, no sir, because at several points in the game everything goes a bit first-person and thus moves the gameplay into a whole new dimension.

These *Doom*-style sections are a nice change from the platform areas and keep the game fresh. If you know the genre, you'll know what to expect. If not, then expect to wander around a whole host of maze-like corridors with tons of baddies waiting to leap out on you at every turn! Another aspect of the gameplay which keeps the interest-level up, once again, relates back to the varied moves you have learned. The fact that in this game, unlike the first, Banjo and Kazooie can actually split up to perform tasks on their own, ensures that there are plenty of different and unusual puzzles ahead.

In fact, variety is the spice of *Banjo-Tooie* and it's why, no matter how frustrating the game gets, you'll still want to stick with it. There are so many fun and interesting styles, environments and challenges available that you'll find it very hard to put the control pad down even for a second. It really is *that* addictive.



## It's A Multiplayer Must-Have!

Another feature in the game that we should have mentioned in the review (but didn't) is the rather grand multiplayer games that are available. Compared to the last game, *Banjo-Tooie* is packed to bursting point with mini-games and deathmatches. All of the sections you open throughout the game can be replayed and even the first-person sections can be accessed. The multiplayer aspect is just another great example of why this is an essential purchase!







[Above] *Who in their right mind would choose that decor? Stevie Wonder?*



### Bear Bait

As we've come to expect by now, the graphics are up to the usual high standard that Rare always seems to so effortlessly deliver. Besides the frame rate dropping ever so slightly whenever the screen becomes busy, there is very little else to fault here. The animation of all the characters, especially Banjo and Kazooie, is a lot better than before. Everything is very smooth and extremely detailed. This detail is so specific that even the shadows cast by the characters match their appearance and are not just some dark round spot on the floor (an element that was also improved upon in *Conker's Bad Fur Day*). Once again, the environments are awash with all kinds of pretty colours and the textures for each area are just as attractive.

Controls-wise, the game is wonderful. No, it's better than that, it's near perfect. Banjo (and Kazooie for that matter) handles brilliantly, and is responsive and easy to control with the trusty Nintendo pad.

Considering the huge amount of moves you have to remember, each one remarkably becomes second nature to pull off when the need arises. So there are no problems on that front!

The only thing that spoils this game is the sometimes awkward camera which, when you least need it to be, will somehow get trapped behind an object or spin around to a strange angle. This very rarely happens, but when it does occur, it really gets in the way of what you are trying to do!

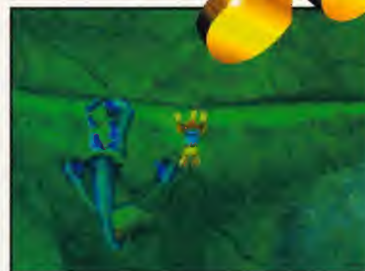
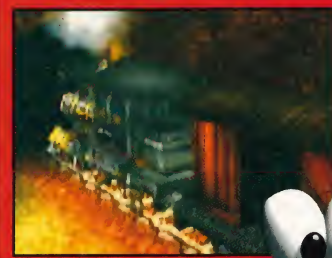
### A Bird In The Hand...

Because so much care and attention has been put into *Banjo-Tooie*, the result is a title with outstanding graphics and gameplay. Obviously sound is an important factor and one which plays an important part in the game. If you are lucky enough to play this game in surround sound, then each cry from a jingo or musical cue which points you in the necessary direction can be heard perfectly. Another great part of *Banjo-Tooie* is the comedy and humour that appears throughout the game. From the witty captions that appear under each boss stage through to the rather mean and cutting comments Kazooie makes to nearly every character she meets, there is always something to make you smile.

***"A title with outstanding graphics and gameplay!"***

## This Is The Age Of The Train!

Certain areas of *Banjo-Tooie* are linked by a rail system. 'Chuffy the Train' rides these rails and can transport you to and from these different worlds. In some cases Chuffy becomes an important tool. One example of this would be when you have to heal a sick dinosaur. This dino must be carried to the train and then sent along to Mumbo in a different area who is able to heal it. Luckily this train doesn't run late or have an aisle full of screaming kids to contend with!





# UK UPDATE



64



*Banjo-Tooie* is an absolutely massive and extremely impressive title that any true fan of tough challenges and action-packed gameplay should definitely own! Admittedly, towards the end the game becomes a little bit too tough but the addictive, compulsive gameplay ensures that despite what you may end up screaming at the screen, you will more than likely come crawling back to give it just one more try.



[Above] In *Jurassic Park IV*, a lot of the budget was saved for this set piece that involved a cute dinosaur roaring a bit. Er, wow.



[Above] "Use the Force, Banjo" whispered a disembodied voice in Banjo's ear.

## 2nd Opinion

Rating



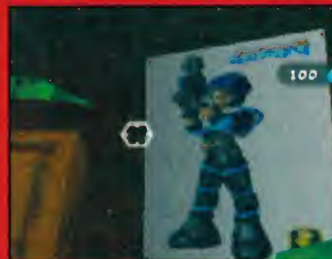
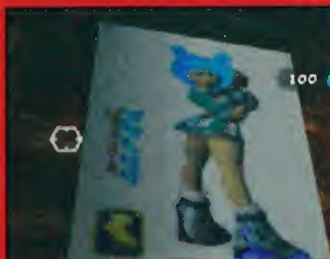
→ Having played the final version of *Conker's Bad Fur Day* since I reviewed the import version of *Banjo*, I have to say that I prefer the former. However, this is still a fantastic game and one that will give many people many happy hours of gameplay.

→ Roy Kimber

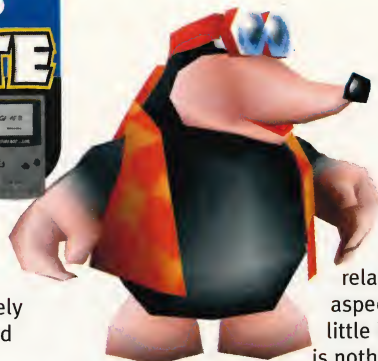
## Cameo Parts!

Rare certainly like to keep it in the family, don't they. In *Banjo-Tooie*, they sneak a couple of *Jet Force Gemini* posters in Bottles' family home and in *Conker's Bad Fur Day*, Banjo and the bird get a cameo in that game too!

You have to keep one eye open of course, but if you look carefully, you'll spot Banjo's head over the fireplace in the *Conker* menu area. Kazooie's appearance is in the chapters screen, hidden in the back of a closet. It's all very clever...



[Above] So this is where Ubi Soft keep all of Rayman's body parts, is it?



## Bear-illiant!

Although this is still a relatively new title, certain aspects of the game do seem a little bit dated. Obviously there is nothing really new or revolutionary on show here but what there is still proves to the world why Rare is the leader in this, and many other, genres. This game is only surpassed by another one of Rare's own titles... yes, you've guessed it: *Conker's Bad Fur Day*. Whilst *CBFD* looks and sounds better, we suggest it's more of a gung-ho, all action, hell-for-leather battle-fest, whereas *Banjo-Tooie* is more for those who like their games served with a little more brain food and puzzle solving. Another rather more obvious difference is that *CBFD* also has an absolute shed-load of swearing in it, something *Banjo* doesn't need. Both titles are equally amazing games, but each has their own specific audience to appeal to, and if you loved the first *Banjo* outing, then *Banjo-Tooie* should be high on your most wanted list!

*Banjo-Tooie* has just about everything in it that a great game should have and very little one shouldn't. This title comes highly recommended and shows that the N64 has come a long way from its *Super Mario 64* roots. The only question it begs now is: where does Rare go from here? The answer? Bring on the GameCube! ■

## 64 BOTTOM LINE CONTROLS



## ALTERNATIVES

*Banjo-Kazooie*, Nintendo

Reviewed: Issue 16, 90%

*Conker's Bad Fur Day*, THQ

Reviewed: Issue 52, 96%

## RATING

### Graphics



### Audio



### Gameplay



### Challenge



## OVERALL SCORE

# 93

### Soundbite:

Banjo bounces back: much bigger, badder and better!



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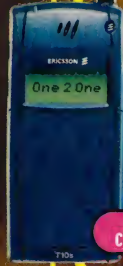


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## REVIEWS

Written by:  
Alex Jones

66

Good Lord! A 3D adventure on the Game Boy Color!

# Alone In The Dark: The



## NINFO

Link cable	No
Infrared	No
Built-in rumble	No
Saves?	To cart
Publisher	Infogrames
Developer	Pocket Studios
Game Type	3D adventure

Well, well, well... hasn't Nintendo's famous handheld come a long way? Who'd have thought that any of us would live to see the day that a 3D RPG with great big bits of *Resident Evil*-style action chucked in would appear on the dot matrix screen? Well, we're all still here, and so is the first-ever authentic three-dimensional adventure game for the Game Boy Color – it's *Alone In The Dark: The New Nightmare*!

Ask any one of the 64 MAGAZINE team to name three 'hateful things about the mid Nineties', and – if you give us enough SS-grade truth serum – we'll come up with the following: the frightening popularity of Whigfield; the sinister rise of the shellsuit as a fashion item; and the fact that no-one with a games console could get anything like the then-legendary PC scare-a-thon *Alone In The Dark*. Well, you can now get all sorts of games that have, quite frankly, surpassed the benchmark set by this once cutting-edge PC title on all sorts of consoles, so is it worth your time and energy in miniature form? Er... yes, it is.

### An Oldie But A Goldie

The first time you play *Alone In The Dark*, you're bowled over – it really

looks like no other Game Boy Color game we've ever seen. The graphics are awesome: texture-mapped 3D that puts the cut-scenes in many other games to shame. Your task (to avenge the murder of your colleague and recover a powerful ancient artifact) is made all the more engrossing by the environments that you find yourself playing through. These range from well-drawn castles to spooky houses and forests – all contained within a well-designed 'island' setting. If we were being picky, we'd say it was a bit easy to lose track of where you're supposed to be heading, but then if the game featured big signposts saying things like 'certain death this way', then being lost wouldn't be half as scary, now would it?

Another great part of this game – in fact the most exciting part of the game to play – is the combat sections. Normally, this type of adventure game has clunky, slow fight scenes, and the change in control system that's needed often doesn't work too well. *Alone In The Dark* gets round this problem by simply aping the *Resident Evil* series, and turning into a 3D shoot-'em-up when you get attacked. These sections are a vast improvement on the old turn-based system, as quite often you're surrounded by several no-good pieces

of scum that need dispatching with one of your many and varied weapons. Our personal favourite was the shotgun, as it did quite spectacular amounts of pellet-based damage to almost everything it was pointed at! Kerblam!

### Look out! Behind You! Aiiiiiieeeee!

Having established that *Alone In The Dark* is actually a fairly corking title it's now our sorry duty to point out the few flaws that the game has. The first is the movement system: because the game works by having the character walk around essentially static backgrounds set at different angles, it's all too easy to lose your orientation when you pass between scenes and this can be quite annoying. It's not enough to detract from the game as a whole although the fact that the viewpoint constantly switches angles as you move through the game makes controlling the central character a bit of a nightmare when you have to get anywhere in a hurry. It can result in you leaving one area only to walk right back into it again when the camera angle switches on the next screen and you get mixed up as to which way your character is facing.

If you can put up with these factors (and we think you'll be able to) then *Alone In The Dark* is a fantastically well-realised adventure, and a game well worth investigating! ■

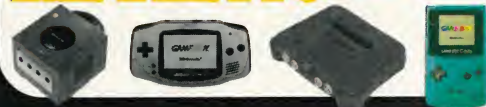


**\$64,000 QUESTION**

- Cor! It's 3D-tastic
- Massive game with oodles to do
- Can get stuck wandering around for ages
- Camera is quite irritating



## REVIEWS

64 **BOTTOM LINE**  
MAGAZINE

## CONTROLS



67

**Hello? HELLO? I'm on the train!**

It's the one-sided, shouty conversation that every librarian dreads. It's also the one thing that a tired commuter doesn't want assaulting his eardrums after a hard day's work. That's not to say that listening to someone fighting a losing battle with their mobile phone can't be funny – anyone who's seen

Trigger Happy TV knows it can. In *Alone In The Dark*, though, knackered communications are a bit more worrying. See, your accomplice, who first told you of your fellow archaeologist's untimely death, can communicate with you via walkie-talkie. The only problem with this is that, being based on Shadow



[Above] "No wonder I can't get a signal! Look at all these trees!"

Island, the reception is worse than in the channel tunnel, so the messages (which appear in the form of wordy cut-scenes) get shorter and shorter as the game goes on. Is it just the appalling weather on Shadow Island that's interfering? Or is it something far more sinister? Well, this game is supposed to be scarier than Anne Robinson, so what do you reckon?

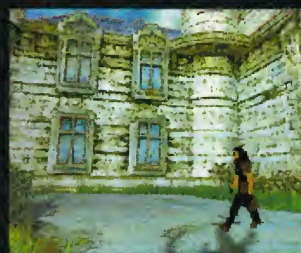
**New Nightmare****2nd Opinion**

Rating

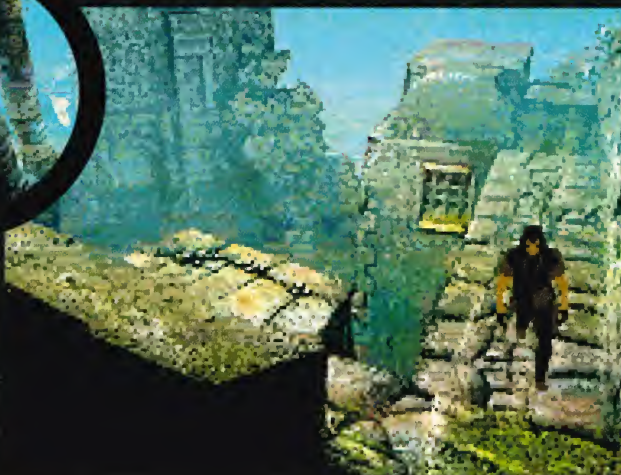
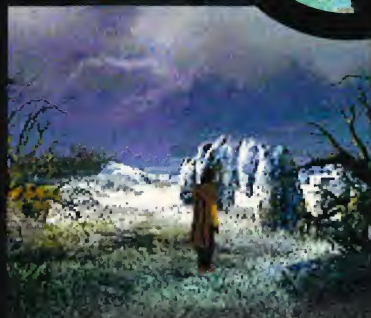


→ The look of this game is simply the best thing the Game Boy has had to offer, ever! It looks and plays a lot like the PSOne version and captures the survival horror genre feel extremely well. The camera does get annoying but otherwise it's rather fine!

→ Paul Gannon



[Below] "Brrr! That idiot Kettley was lying – it's bloody freezing out here, and the only coat I've got is this flimsy pac-a-mac!"



[Above] "When the estate agent said 'in need of renovation', I wasn't expecting something out of the Tomb Raider movie!"

## ALTERNATIVES

*Aliens: Thanatos Encounter*: THQ

Reviewed: Issue 51, 85%

*Daikatana*: Kemco

Reviewed: Issue 45, 92%

## RATING

**Graphics****Audio****Gameplay****Challenge****OVERALL SCORE**

89%

**Soundbite:**

Atmospheric and fantastic-looking, but the viewpoint and controls let it down.





## GAME BOY COLOR

**Pokemon Gold** Product Code: GA1665

The first true sequel to Pokemon is finally here! 100 new Pokemon, full colour graphics and tons of new features are all included. This game includes 6 exclusive Pokemon.

**SAVE £3.00** FULL PRICE £29.99 **GAMEPLAY PRICE** **£26.99**

**Pokemon Silver** Product Code: GA1666

This game is exactly the same as Pokemon Gold, but with 6 exclusive Pokemon including Teddiursa and Gligar. Trade with a friend that owns Gold and catch 'em all!

**SAVE £3.00** FULL PRICE £29.99 **GAMEPLAY PRICE** **£26.99**

**Alone in the Dark The New Nightmare** Product Code: GA1683

You will not believe how good the graphics are in this baby. Who needs the Game Boy Advance when this Resident Evil-esque adventure looks and plays this well?

**SAVE £2.00** FULL PRICE £24.99 **GAMEPLAY PRICE** **£22.99**

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If you enjoy cheating when you play then this cart allows you to do just that on the Game Boy. It's particularly handy for getting those last few Pokémon you're missing out on.

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## REVIEWS

Written by:  
Alex Jones

70

# GT

## All Japan Racing

Get your foot down and burn rubber with Kemco's scorching handheld racer!

## NINFO

Link cable	Yes
Number of players	4
Saves?	To Cart
Publisher	Kemco
Developer	Vision Works
Game type	Racing



### \$64,000 QUESTION

- + Decent graphics and sound
- + Loads of options and cars to choose from
- + Good course editor
- Car handling isn't all that hot at times

**D**riving games are, thankfully, far from accurate depictions of the world of motoring. If they were, we'd be treated to such mouth-watering titles as *Bank Holiday Jam!*, *Sunday Afternoon: Potter In The Country* (with Rumble Pak-assisted cattle grids) and *Bored Commuter 4: Diesel Edition*. Isn't it a stroke of luck, then, that *GT: All Japan Racing* on the Game Boy Advance is based on the supercharged dream motors of the Japanese Touring Car Championship?

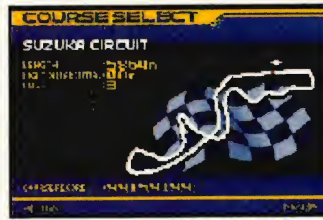
### Memorable Miniature Motoring Marvel

The basic idea of *GT: AJR* (for those of you who hadn't quite grasped it within 0.04 seconds of seeing the screenshots) is this: pelt around the various tracks featured in the All Japan Touring Car Championship, finishing high enough up the field to eventually get crowned champion. There is a showroom-full of quality Eastern motoring hardware to pick from – everything from big, powerful Mazdas

to, er, even bigger and more powerful Nissans. The racing itself is certainly entertaining, fast enough to frighten your Gran (always the acid test of any racing game) and has enough challenges and features – like the excellent track editor – to keep you burning rubber for yonks. The only real problem we had with the game was the slightly reluctant handling of some of the bigger cars, but this could be ironed out with a bit of clever tuning in the car setup screens. The graphics are very clear and detailed, with nice rain effects and tire smoke. Unfortunately, the GBA's still-puny speaker makes the cars sound only slightly beefier than a chloroformed wasp trapped in a teabag, but that can't be helped.

While it's not nearly as good as *F-Zero*, *GT Racer* has more longevity, and has more variety of racing than its lightning-fast rival. If you want just one GBA racer, get *F-Zero*, but if you want two, buy this as well, because it's a cracking good game! ■

**"The racing itself is certainly entertaining, and fast enough to frighten your Gran"**



[Above] "Right then, Mr Jones, if you'd like to bring the car to a stop when I tap the dashboard...aagh! It's the middle pedal you lunatic!"

## 2nd Opinion

Rating



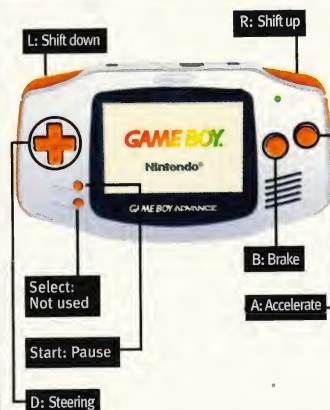
→ I have to admit that I was pleasantly surprised by this title. Third-person racers on the GBC haven't exactly been awe-inspiring, but this title shows that we can expect much better from the GBA! It's fast, it's fun, it's great! Take it for a test drive today!

→ Roy Kimber



## 64 BOTTOM LINE

### CONTROLS



### ALTERNATIVES

**F-Zero: Nintendo**

Reviewed: Issue 52, 92%

**Toy Story Racer: Activision**

Reviewed: Issue 52, 90%

### RATING

#### Graphics



#### Audio



#### Gameplay



#### Challenge



## OVERALL SCORE

# 83%

### Soundbite:

A decent racing game except for the fact that, unfortunately, it's not as good as *F-Zero*.





[Below] The Brigadeer caused a stir by taking the company car to Tesco.



# WDL Thunder Tanks

## NINFO

Link cable	Yes
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	3DO
Developer	Sunset Entertainment
Game type	Action



## \$64,000 QUESTION

- You can smash up all the scenery
- Not very colourful
- Very repetitive game-play and levels
- Doesn't hold your attention for long.

## Fancy rampaging though the streets of Moscow? Good!

In *WDL Thunder Tanks* your mission – if you choose to accept it – is to drive through different cities, completing various different objectives. In doing so you also get to blow up houses, boats, cars, trucks and pretty much anything else that is unfortunate enough to get in your way!

The cities in the game are set out a lot like the ones in *Grand Theft Auto* and *Driver* on the Game Boy – viewed from a top-down perspective – and they're all packed with lots of

public property to spectacularly blow up as you pass through.

Your main opponents are other tanks, and there are plenty of them scattered throughout the various cities. Even though the game designers have come up with a fairly entertaining game in principal, unfortunately in the end it just doesn't live up to its potential.

### Armoured Antics

The problem is that the gameplay in *WDL Thunder Tanks* is very repetitive, and there is nothing really new or exciting to do as you progress through the game. For the majority of the time it's a simple case of just hammering the fire button and trying to destroy a never-ending onslaught of tanks. One thing that we really hated about this game is that, during a heated battle, there is really no way to avoid the shots from the other tanks. You always take damage from the enemy machines and the only effective way to destroy them is to move right up to them and keep bashing the fire button.

Overall this is a fairly poor effort with a only few decent ideas. The gameplay is lacking in any real depth and all the levels are a bit too simple, with only slight differences between each mission. Ultimately it's all just a little dull. ■



[Above] Neighbourhood Watch decided to get a little bit more 'hands on' in the tougher areas of Britain's inner cities.

## 2nd Opinion

### Rating



→ This game is fairly good fun for a while, however it soon becomes apparent that each successive level is just more of the same – driving round blowing everything up until there's nothing left – and then the boredom begins to set in.

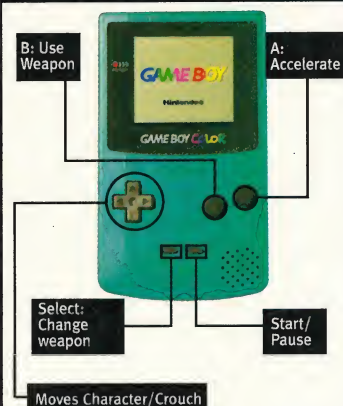
→ Roy Kimber



[Above] After only one round of the Tank Ice Racing Championship, the sport was abandoned because everyone kept sinking.

## 64 BOTTOM LINE

### CONTROLS



### ALTERNATIVES

*Grand Theft Auto 2: Rockstar*  
Reviewed: Issue 46, 90%  
*Cannon Fodder: Codemasters*  
Reviewed: Issue 48, 95%

### RATING

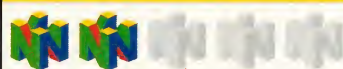
#### Graphics



#### Audio



#### Gameplay



#### Challenge



## OVERALL SCORE

# 39

### Soundbite:

Very repetitive and dull. There are far better games on the GBC.



Take your place on the paper podium that is...

IN  
ASSOCIATION  
WITH

Logic  
3

# Scorezone

72

**R**oll up, roll up and welcome to the greatest show in town! See some of the most amazing feats ever performed by man, woman or cute, circus-trained dog! At the moment, there seems to be a trend for you lot to send in scores for older games. Does anyone buy any new titles these days? Come on, surprise us! Show us what you can do without the aid of a safety net (or cheat codes for that matter). The lucky, lucky recipient of this month's Scorezone prize is **Barry Drew in Cambs**, for his rather long list of scores that landed with a bump in our office. Well done to you Sir!

## New Games Needed!

Yes, we'd like to see some newer titles appear on this list. And no, that doesn't just mean more scores for *TWINE*, *Perfect Dark* or even *Goldeneye*! There are a whole host of new and exciting games out there that you should be whittling away at like a hermit with a piece of tree! Whatever that means...

## Enter The Zone!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on any N64 game – without cheating, mind!
- Use a camera or a video to record your time.
- List all your scores on a sheet of paper, along with your name and address.
- Send the proof of your prowess to:

**64 ScoreZone**  
**64 MAGAZINE**  
**Paragon House**  
**St Peters Road**  
**Bournemouth BH1 2JS**

- Include an SAE if you want your photos/videos back.

## Quake II

### CENTRAL COMPLEX

1:45 Darren Harris, Birmingham  
1:51 Alexander Cook, Leeds  
1:56 Thomas Munn, Leicester

### COMMUNICATIONS CENTRE

0:47 Darren Harris, Birmingham  
0:58 Thomas Munn, Leicester  
0:59 Alexander Cook, Leeds

### INTELLIGENCE CENTRE

1:33 Darren Harris, Birmingham  
1:37 Alexander Cook, Leeds  
1:40 Thomas Munn, Leicester

### STROGG OUTPOST

0:33 Darren Harris, Birmingham  
0:40 Alexander Cook, Leeds  
0:45 Thomas Munn, Leicester

## Perfect Dark

### DATADYNE CENTRAL

0:36 Arif Mollah, Lancashire  
0:38 John Potter, Essex  
0:43 Jon Burrows, Queensland

### DATADYNE RESEARCH

1:36 Arif Mollah, Lancashire  
1:38 John Potter, Essex  
1:45 Michael Ilioski, Victoria

### DATADYNE CENTRAL

1:24 Arif Mollah, Lancashire  
1:25 John Potter, Essex  
1:40 Jon Burrows, Queensland

### CARRINGTON VILLA

1:24 Arif Mollah, Lancashire  
1:24 John Potter, Essex  
1:36 Jon Burrows, Queensland

### CHICAGO

0:19 John Potter, Essex  
0:20 Arif Mollah, Lancashire  
1:28 Jon Burrows, Queensland

### G5 BUILDING

1:03 John Potter, Essex  
1:06 Arif Mollah, Lancashire  
2:39 Jon Burrows, Queensland

### AREA 51: INFILTRATION

1:28 John Potter, Essex  
1:41 Arif Mollah, Lancashire  
1:53 Michael Ilioski, Victoria

### AREA 51: RESCUE

1:50 John Potter, Essex  
1:54 Arif Mollah, Lancashire  
2:53 Jon Burrows, Queensland

### AREA 51: ESCAPE

1:50 Jon Burrows, Queensland  
2:59 Arif Mollah, Lancashire  
3:02 John Potter, Essex

### AIR BASE

1:31 John Potter, Essex  
1:46 Arif Mollah, Lancashire  
1:47 Michael Ilioski, Victoria

### AIR FORCE ONE

1:03 John Potter, Essex  
1:06 Arif Mollah, Lancashire  
1:37 Benjamin Long, Hants

### CRASH SITE

1:50 John Potter, Essex  
1:54 Arif Mollah, Lancashire  
2:11 Jon Burrows, Queensland

### PELAGIC 2

1:18 John Potter, Essex  
1:28 Arif Mollah, Lancashire  
2:10 Jon Burrows, Queensland

### DEEP SEA

4:01 Arif Mollah, Lancashire  
5:27 Jon Burrows, Queensland  
5:35 Ben Downe, Halifax

### CARRINGTON INSTITUTE

1:04 John Potter, Essex  
1:06 Arif Mollah, Lancashire  
1:26 Jon Burrows, Queensland

### ATTACK SHIP

2:52 John Potter, Essex  
2:59 Arif Mollah, Lancashire  
3:48 Jon Burrows, Queensland

### SKEEDAR RUINS

1:48 Arif Mollah, Lancashire  
2:03 John Potter, Essex  
2:53 Jon Burrows, Queensland

### MR B'S REVENGE

1:57 Arif Mollah, Lancashire  
1:58 Jon Burrows, Queensland  
2:00 John Potter, Essex

### MAIAN SOS

2:02 John Potter, Essex  
2:32 Arif Mollah, Lancashire  
2:55 Jon Burrows, Queensland

### WAR

0:31 John Potter, Essex  
0:36 Arif Mollah, Lancashire  
0:42 Ben Downe, Halifax

### THE DUEL

0:03 John Potter, Essex  
0:04 Jon Burrows, Queensland  
0:04 Christopher Ilioski, Victoria

## Quake 64

### MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter  
0:30 Raymond Burton, Stockbridge  
0:30 Jon Quarrie, Stapleford

### MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester  
0:38 Jon Quarrie, Stapleford  
0:40 Karl Watt, Shetland

### MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester  
1:05 John Brennan, Bicester  
1:11 Karl Watt, Shetland

### MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester  
0:37 John Brennan, Bicester  
0:46 Jon Quarrie, Stapleford

### MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester  
0:15 John Brennan, Bicester  
0:54 Jon Quarrie, Stapleford

### MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester  
0:27 Karl Watt, Shetland  
0:28 Kevin Seeney, Bury St Edmunds

### MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester  
1:24 Jon Quarrie, Stapleford  
2:31 Karl Watt, Shetland

### MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester  
0:53 John Brennan, Bicester  
0:58 Raymond Burton, Stockbridge

### MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester  
1:18 Raymond Burton, Stockbridge  
1:19 Karl Watt, Shetland

### MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester  
2:18 Karl Watt, Shetland  
2:21 Jon Quarrie, Stapleford

### MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester  
5:06 Raymond Burton, Stockbridge  
5:16 James Eyre, Leicester

### MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester  
0:58 Karl Watt, Shetland  
1:13 Raymond Burton, Stockbridge

### MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester  
1:02 Karl Watt, Shetland  
1:08 Jon Quarrie, Stapleford

### MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester  
0:54 John Brennan, Bicester  
1:08 Karl Watt, Shetland

### MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester  
1:06 John Brennan, Bicester  
1:10 Karl Watt, Shetland

### MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester  
3:00 Kevin Seeney, Bury St Edmunds  
3:10 Colin Vincent, Hull

### MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester  
0:53 John Brennan, Bicester  
1:15 Karl Watt, Shetland

### MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester  
0:39 Colin Vincent, Hull  
0:40 James Eyre, Leicester

### MAP 21: THE PALACE OF HATE

0:37 James Eyre, Leicester  
0:44 Colin Vincent, Hull  
0:47 John Brennan, Bicester

### MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester  
0:52 Colin Vincent, Hull  
1:10 David Martin, Bootle

### MAP 23: AZURE AGONY

1:25 James Eyre, Leicester  
1:42 Jon Quarrie, Stapleford  
2:55 Karl Watt, Shetland

### MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester  
1:34 David Martin, Bootle  
1:51 Colin

### MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester  
0:50 Kevin Seeney, Bury St Edmunds  
0:52 Jon Quarrie, Stapleford





## Mario Kart 64

### LUIGI RACEWAY

00:36:01 Arif Mollah, Rochdale  
00:43:73 Adam Tucker, Great Yarmouth  
00:46:78 Ben Kitchin, Australia

### MOO MOO FARM

01:15:77 Jeffery Van der Aa, Netherlands  
01:17:32 Arif Mollah, Lancashire  
01:19:00 Barry Drew, Cambs

### KOOPA TROOPA BEACH

01:20:86 Jeffery Van der Aa, Netherlands  
01:22:35 Barry Drew, Cambs  
01:23:12 Arif Mollah, Rochdale

### FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale  
00:25:34 Arthur van Dalen, Netherlands  
00:27:45 Alan Pierce, Salisbury

### MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale  
00:25:72 Ben Kitchin, Australia  
00:27:79 Adam Tucker, Great Yarmouth

### WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands  
00:18:84 Arif Mollah, Rochdale  
00:19:16 Ben Kitchin, Australia

### CHOCO MOUNTAIN

00:46:08 Jeffery Van der Aa, Netherlands  
00:57:96 James Eyre, Leicester  
01:00:56 Richard Dunn, New Leake

### ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands  
01:26:99 Ben Kitchin, Australia  
01:27:43 Adam Tucker, Great Yarmouth

### KALAMARI DESERT

00:44:39 Arif Mollah, Lancashire  
00:50:70 Jeffery Van der Aa, Netherlands  
00:52:47 Ben Kitchin, Australia

### YOSHI VALLEY

00:34:23 Barry Drew, Cambs  
00:34:83 Stacy Needham, Bicester  
00:34:88 Aaron Norris, Western Australia

### RAINBOW ROAD

03:08:87 Ben Kitchin, Australia  
04:04:70 Arif Mollah, Rochdale  
04:04:92 Adam Tucker, Great Yarmouth

### BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands  
00:55:24 Ben Kitchin, Australia  
00:58:76 Jon Burrows, Queensland

### DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale  
00:29:03 Aaron Norris, Western Australia  
00:34:57 Barry Drew, Cambs

### SHERBET LAND

00:58:05 Ben Kitchin, Australia  
00:59:59 Arif Mollah, Lancashire  
01:35:89 Jon Burrows, Queensland

### BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands  
01:20:90 Adam Tucker, Great Yarmouth  
01:24:12 Ben Kitchin, Australia

### TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands  
01:38:35 Barry Drew, Cambs  
01:45:53 Jon Burrows, Queensland

## Diddy Kong Racing

### ANCIENT LAKE

00:32:21 Stacy Needham, Bicester  
00:37:11 Keith Boiston, Felling  
00:42:03 Adam Charlton, Buckden

### FOSSIL CANYON

00:58:26 Stacy Needham, Bicester  
01:04:03 Keith Boiston, Felling  
01:04:62 James Eyre, Leicester

### JUNGLE FALLS

00:41:51 Stacy Needham, Bicester  
00:41:53 Adam Charlton, Buckden  
00:42:60 Keith Boiston, Felling

### TREASURE CAVES

00:42:20 Keith Boiston, Felling  
00:44:75 Adam Charlton, Buckden  
00:47:71 Arthur van Dalen, Netherlands

### WHALE BAY

00:50:03 Stacy Needham, Bicester  
00:53:01 Keith Boiston, Felling  
00:56:75 James Eyre, Leicestershire

### PIRATE LAGOON

01:01:23 Keith Boiston, Felling  
01:04:36 Rob Pierce, Salisbury  
01:05:73 Jan-Erik Spangberg, Sweden

### WINDMILL PLAINS

01:33:18 Keith Boiston, Felling  
01:35:45 Adam Charlton, Buckden  
01:45:93 Richard Dunn, Boston

### CRESCENT ISLAND

01:06:25 Stacy Needham, Bicester  
01:07:45 Keith Boiston, Felling  
01:11:40 Adam Charlton, Buckden

### HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester  
01:04:33 Keith Boiston, Felling  
01:10:35 James Eyre, Leicester

### GREENWOOD VILLAGE

01:12:31 Stacy Needham, Bicester  
1:22:01 Jan-Erik Spangberg, Sweden  
1:22:73 Kevin Seeny, Bury St Edmunds

### HAUNTED WOODS

00:47:65 Stacy Needham, Bicester  
00:51:26 Keith Boiston, Felling  
00:52:76 Richard Dunn, New Leake

### FROSTY VILLAGE

01:10:96 Stacy Needham, Bicester  
01:19:01 Rob Pierce, Salisbury  
01:20:60 Richard Dunn, New Leake

### EVERFROST PEAK

01:19:88 James Eyre, Leicester  
01:25:26 Richard Dunn, New Leake  
01:28:11 Darren Harris, Birmingham

### SNOWBALL VALLEY

00:41:80 Stacy Needham, Bicester  
00:53:40 Richard Dunn, New Leake  
00:54:70 Jan-Erik Spangberg, Sweden

### BOULDER CANYON

01:25:48 Keith Boiston, Felling  
01:33:36 Rob Pierce, Salisbury  
01:33:81 Danny Dunn, New Leake

### WALRUS COVE

01:27:81 Stacy Needham, Bicester  
01:29:31 Keith Boiston, Felling  
01:30:73 Adam Charlton, Buckden

### SPACEDUST ALLEY

01:25:03 Stacy Needham, Bicester  
01:28:83 James Eyre, Leicester  
01:34:51 Danny Dunn, New Leake

### DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling  
01:46:41 Adam Charlton, Buckden  
01:49:03 Richard Dunn, Boston

### SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester  
01:32:31 Keith Boiston, Felling  
01:41:51 James Eyre, Leicester

### STAR CITY

01:14:20 Stacy Needham, Bicester  
01:29:36 Kevin Seeny, Bury St Edmunds  
01:30:45 Rob Pierce, Salisbury

## Monster Truck Madness

### GRAVEYARD

3:19 Stephen Davies, Manchester

### RUINS

2:59 Stephen Davies, Manchester

### JUNKYARD

3:40 Stephen Davies, Manchester

### THE HEIGHTS

7:07 Stephen Davies, Manchester

### VOODOO ISLAND

6:04 Stephen Davies, Manchester

### GREENHILL PASS

4:50 Stephen Davies, Manchester

## Pokémon Snap

### BEST SHOT SCORE

8440 Benjamin Long, Hants  
8010 Jennifer Phillips, Stoke On Trent  
7880 Ben Downe, Halifax

## Yoshi's Story

37500 Anthony Hooley, Breaston  
37424 Danny Dunn, New Leake  
35998 Richard Dunn, Boston

## Star Wars: Episode One Racer

### ANDO PRIME CENTRUM

2:28:336 David Scott, Newry  
3:03:510 Tim Hughes, West Sussex  
3:04:033 Stephen Hill, Kent

### BEEDO'S WILD RIDE

3:06:411 Stephen Hill, Kent  
3:34:998 Darren Harris, Birmingham  
3:35:652 Chris Perry, Cambridge

### BOONTA TRAINING COURSE

1:08:575 Julian Scott, Newry  
1:50:993 Richard Lewis, Surrey  
1:53:644 Darren Harris, Birmingham

### EXECUTIONER

4:39:014 Stephen Hill, Kent  
4:48:130 Tim Hughes, West Sussex  
5:00:653 Darren Harris, Birmingham

### MALASTARE 100

2:01:442 Tim Hughes, West Sussex  
2:03:049 Stephen Hill, Kent  
2:14:014 Darren Harris, Birmingham

### MON GAZZA SPEEDWAY

0:23:073 Julian Scott, Newry  
0:47:409 Stephen Hill, Kent  
0:48:878 Richard Lewis, Surrey

### SCRAPPER'S RUN

2:21:423 Richard Lewis, Surrey  
2:26:855 Darren Harris, Birmingham  
2:26:906 Julian Scott, Newry

### VENGEANCE

4:05:078 Julian Scott, Newry  
4:05:716 Tim Hughes, West Sussex  
4:18:857 Darren Harris, Birmingham

### ABYSS

3:43:245 David Scott, Newry  
3:52:312 Ben Downe, Halifax  
4:00:998 Jennifer Phillips, Stoke On Trent

### THE GAUNTLET

6:07:653 David Scott, Newry  
6:12:314 Jennifer Phillips, Stoke On Trent  
6:23:149 Ben Downe, Halifax

### GRAPEVINE GATEWAY

4:05:972 David Scott, Newry  
4:17:001 Ben Downe, Halifax  
4:33:094 Jennifer Phillips, Stoke On Trent

### SEBULA'S LEGACY

2:40:818 Julian Scott, Newry  
2:56:576 Ben Downe, Halifax  
3:32:912 Jennifer Phillips, Stoke On Trent

### DUG DERBY

2:17:161 Julian Scott, Newry  
2:22:111 David Martin, Bootle  
2:24:936 Rob Cooper, Cardiff

## Donkey Kong 64

### RAMBI ARENA

216 Sean Matthews, Paisley  
228 Andrea Earwicker, Wilts  
220 Tim Freeman, Wilts

### ENGUARDE ARENA

365 Sean Matthews, Paisley  
345 Karl Jobst, Australia  
250 Anthony Hooley, Breaston

### JETPAC ARCADE GAME

811395 Kevin Lillie, Liverpool  
661910 James Eyre, Leicester  
655360 Jeffery Van der Aa, Netherlands

## The World Is Not Enough

### COURIER

1:59 Iain Lowson, East Lothian  
2:10 Rob Cooper, Cardiff  
2:33 Jennifer Phillips, Stoke On Trent

### KING'S RANSOM

2:05 Jennifer Phillips, Stoke On Trent  
2:07 Iain Lowson, East Lothian  
2:22 Rob Cooper, Cardiff

### UNDERGROUND UPRISING

2:14 Iain Lowson, East Lothian  
2:19 Jennifer Phillips, Stoke On Trent  
2:24 Rob Cooper, Cardiff

### MIDNIGHT DEPARTURE

2:59 Rob Cooper, Cardiff  
3:02 Iain Lowson, East Lothian  
3:10 Jennifer Phillips, Stoke On Trent

### MASQUERADE

3:12 Jennifer Phillips, Stoke On Trent  
3:14 Rob Cooper, Cardiff  
3:15 Iain Lowson, East Lothian

### CITY OF WALKWAYS

3:32 Iain Lowson, East Lothian  
3:40 Ben Downe, Halifax  
3:59 Kate Seddon, Newcastle

### CITY OF WALKWAYS 2

3:28 Kate Seddon, Newcastle  
3:20 Iain Lowson, East Lothian  
3:36 Rob Cooper, Cardiff

## Banjo-Kazooie

### SPIRAL MOUNTAIN

0:02:01 Jon Burrows, Queensland  
0:02:10 Andrew Shirley, Chester  
0:02:25 Niall Hickey, County Waterford

### MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland  
0:05:28 Kevin Seeny, Bury St Edmunds  
0:06:30 Danny Dunn, New Leake

### TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland  
0:10:50 Jan-Erik Spangberg, Sweden  
0:11:06 Richard Dunn, Boston

### MAD MONSTER MANSION

0:10:45 Jon Burrows, Queensland  
0:14:09 Andrew Shirley, Chester  
0:14:15 Jan-Erik Spangberg, Sweden

### BUBBLELOOP SWAMP

0:14:07 Jon Burrows, Queensland  
0:15:02 Kevin Seeny, Bury St Edmunds  
0:15:19 Jan-Erik Spangberg, Sweden

### CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland  
0:08:47 Kevin Seeny, Bury St Edmunds  
0:09:16 Jan-Erik Spangberg, Sweden

### CLICK CLOCK WOOD

0:20:52 Jon Burrows, Queensland  
0:32:25 Jan-Erik Spangberg, Sweden  
0:42:05 Niall Hickey, County Waterford

### RUSTY BUCKET BAY

2:46:17 Jon Burrows, Queensland  
2:13:30 Kevin Seeny, Bury St Edmunds  
0:16:14 Jan-Erik Spangberg, Sweden

### FREEZEZY PEAK

0:13:19 Jon Burrows, Queensland  
0:13:34 Kevin Seeny, Bury St Edmunds  
0:15:25 Jan-Erik Spangberg, Sweden

### Gobi's Valley

0:11:25 Jon Burrows, Queensland  
0:12:44 Jan-Erik Spangberg, Sweden  
0:14:44 Kevin Seeny, Bury St Edmunds

### 100 JIGGIES, 900 NOTES

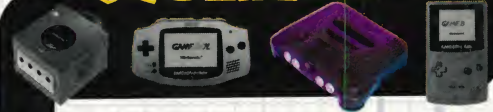
2:46:17 Kevin Seeny, Bury St Edmunds  
2:53:54 Jan-Erik Spangberg, Sweden  
3:38:52 Mark Nicol, Western Australia

### GRUNTILDA'S LAIR

0:46:46 Michael Iloski, Victoria  
0:54:22 David Martin, Bootle  
1:06:34 Colin Vincent, Hull



# SCOREZONE



74

## Goldeneye

### FACILITY - 00 LEVEL!

0:38 Arif Mollah, Lancashire  
0:48 David Ryan, Derby  
0:55 Jon Burrows, Queensland

### BYE LOMORYE DAM

0:47 Arif Mollah, Lancashire  
0:50 William Peers, Stoke  
0:52 David and Christopher Ryan, Derby

### FACILITY

0:39 David Ryan, Derby  
0:40 Jon Burrows, Queensland  
0:44 Luke Sutton, South Australia

### RUNWAY

0:21 Arif Mollah, Lancashire  
0:22 Zak Brown, Australia  
0:23 Jon Burrows, Queensland

### SURFACE 1

0:52 Arif Mollah, Lancashire  
0:57 Jon Burrows, Queensland  
1:01 Magnus Smith, Burra Isle

### BUNKER 1

0:16 Arif Mollah, Lancashire  
0:17 David Ryan, Derby  
0:19 Jon Burrows, Queensland

### LAUNCH SILO

0:49 Arif Mollah, Lancashire  
0:59 Benjamin Long, Hants  
1:02 David Ryan, Derby

### FRIGATE

0:23 Arif Mollah, Lancashire  
0:24 Jon Burrows, Queensland  
0:25 Magnus Smith, Burra Isle

### SURFACE 2

0:54 Jon Burrows, Queensland  
0:56 Karl Jobst, Australia  
0:57 Barry Drew, Cambs

### BUNKER 2

0:20 Arif Mollah, Lancashire  
0:20 David Ryan, Derby  
0:22 Benjamin Long, Hants

### STATUE PARK

2:22 Arif Mollah, Lancashire  
2:30 Jon Burrows, Queensland  
2:33 Karl Jobst, Australia

### MILITARY ARCHIVES

0:16 Arif Mollah, Lancashire  
0:16 David Ryan, Derby  
0:16 Jon Burrows, Queensland

### STREETS

1:00 Zak Brown, Australia  
1:08 Arif Mollah, Lancashire  
1:12 Jon Burrows, Queensland

### DEPOT

0:22 Arif Mollah, Lancashire  
0:22 David Ryan, Derby  
0:22 Jon Burrows, Queensland

### TRAIN

1:00 Benjamin Long, Hants  
1:04 Arif Mollah, Lancashire  
1:15 William Peers, Stoke

### JUNGLE

1:02 Arif Mollah, Lancashire  
1:02 Karl Jobst, Australia  
1:05 Jon Burrows, Queensland

### CONTROL CENTRE

3:39 Arif Mollah, Lancashire  
3:40 Jon Burrows, Queensland  
3:43 James Eyre, Leicester

### WATER CAVERNS

1:00 Arif Mollah, Lancashire  
1:02 Benjamin Long, Hants  
1:04 David Ryan, Derby

### CRADLE

0:39 Arif Mollah, Lancashire  
0:40 Jon Burrows, Queensland  
0:42 Karl Jobst, Australia

### AZTEC COMPLEX

1:06 William Peers, Stoke  
1:07 Arif Mollah, Lancashire  
1:08 David Ryan, Derby

### EGYPTIAN TEMPLE

0:48 Arif Mollah, Lancashire  
0:49 David Ryan, Derby  
0:50 Jon Burrows, Queensland



## Tetrisphere

### RESCUE

913530600 John Lambregts, The Netherlands  
259549700 Joel Smith, Springwood, Australia  
145032800 Jay Scott, Fort-William

## Legend Of Zelda

### BIGGEST FISH

32 Pounds Benjamin Long, Hants  
24 Pounds Harris Shackleton, Halifax  
24 Pounds Matthew Thompson, Cookham

### MARATHON RACE

1:02 Philip Longhurst, Sudbury  
1:02 David Ryan, Derby  
1:04 Karl Jobst, Australia

### HORSE RACE

0:46 Mark Nicol, Western Australia  
0:46 Michael Tokarz, New South Wales  
0:47 Barry Drew, Cambs

### HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia  
2000 points Matthys ten Ham, Netherlands  
2000 points Christopher Ryan, Derby

### GRAVEYARD RACE

0:34 Barry Drew, Cambs  
0:50 Stephen Hill, Kent  
0:52 Karl Jobst, Australia

## Zelda: Majora's Mask

### SWAMP ARCHERY GAME

42 Hits Benjamin Long, Hants

## Shadows Of The Empire

### CITY 1

1:45:65 Ian Lawlor, Churwell  
2:02:98 Jon Burrows, Queensland  
2:03:91 Sam Doyle, Glossop

### CITY 2

3:07:66 Jon Burrows, Queensland  
3:10:45 Ben Downe, Halifax  
3:21:23 David Martin, Bootle

### CITY 3

1:58:36 Jon Burrows, Queensland  
2:01:33 David Martin, Bootle  
2:33:01 David Martin, Bootle

### DESERT 1

1:59:60 Ian Lawlor, Churwell  
2:00:95 Jon Burrows, Queensland  
2:02:88 Michael Williams, Exeter

### DESERT 2

1:54:70 Jon Burrows, Queensland  
1:59:33 David Martin, Bootle  
2:11:45 Ben Downe, Halifax

### DESERT 3

2:27:18 Jon Burrows, Queensland  
2:33:76 David Martin, Bootle  
2:43:85 Ben Downe, Halifax

### SPACE STATION 1

1:44:58 Ian Lawlor, Churwell  
2:06:30 Jon Burrows, Queensland  
2:10:44 David Martin, Bootle

### SPACE STATION 2

2:15:95 Jon Burrows, Queensland  
2:16:31 David Martin, Bootle  
2:54:87 Kate Seddon, Newcastle

### SPACE STATION 3

2:49:41 Jon Burrows, Queensland  
2:53:66 Kate Seddon, Newcastle  
3:19:35 Jennifer Phillips, Stoke On Trent



## Scorezone Challenge!

To put it simply... WE WANT YOUR CONKER'S BAD FUR DAY SCORES! NOW!

But failing that, we'd quite like to see what you have done with the likes of *Mario Tennis* and, if you like, *Pokémon Puzzle League*. So, which of you sturdy lot is going to take up the challenge?

## THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

## 64 SOLUTIONS CHEATS HOTLINE

# 0906 4664493

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z. However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this...

The 64 SOLUTIONS Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

**Open 8am to 11pm.**

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

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# RINGTONES & GRAPHICS



**TOP RINGTONES**

	Ref.	NOK	MOT	SAG
1. STAN	105859	✓	✓	✓
2. NEXT EPISODE	135444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	113263	✓	✓	✓
5. I WANNA BE YOU	143149	✓	✓	✓

**ICONS**

	Ref.	NOK	MOT	SAG
REF: 103663	REF: 120575	✓	✓	✓
REF: 139399	REF: 100848	✓	✓	✓
REF: 111586	REF: 104645	✓	✓	✓

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
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
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# A to Z

## Of Hints, Tips & Cheats...

# SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.\*

ALL THE LATEST N64 CHEATS UPDATED EVERY MONTH!

### AIR BOARDER 64

#### Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

#### Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

#### J-Arm

Gives extra turbos

#### Ika-Chu

Gives double jumps

#### Father

Gives longer air time

#### J-B

press A+B for turbo jumps

### AERO GAUGE

#### Turbo Start

Hold A and B at the start then release B immediately after the announcer says "ready!"

#### Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

### ARMORINES: PROJECT SWARM

#### Cheat codes

Enter the following codes on the cheats screen for the resulting effects.

#### Goldenpie

unlocks all cheats

#### Skippy

accesses all levels

#### Godly

reveals God mode

#### Loaded

unlocks all weapons

#### Sorted

gives you infinite ammunition

#### Pen and Ink mode

To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.

#### Fast Running

To sprint at high speed, enter Sonic on the codes screen.

### ARMY MEN: SARGE'S HEROES

#### Cheat Codes

Enter any of the following codes at the password screen.

ALCHR .....All Multiplayers:  
VRCLN .....All Weapons:  
NSRLS .....Weird Colours:  
CLRSMN .....Invincibility:  
MMRTL .....Invisibility:  
DNLVSKSF .....Giant Mode:  
IVNLRG .....Infinite Continues:  
CNTN .....Full Ammo:  
MMLVSRM .....Level Select:  
DNSTHMN .....Mini Mode:  
DRVLLVSM .....Debug Info:  
PLYHVR .....Play as Hoover:  
GRNGRLRX .....Play as Vikki:  
TNSLDRS .....Play as a Tin Soldier:

### ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform .....TNMN  
  
**Level.....Passwords**  
2 (Bridge) .....FLNGDWN  
3 (Fridge) .....GTMLK  
4 (Freezer) .....CHLLBB  
5 (Inside Wall) .....CLSGN  
6 (GraveYard) .....DGTHS  
7 (Castle) .....FRNKNSTN  
8 (Tan Base) .....BDBZ  
9 (Revenge) .....LBBCK  
10 (Desk) .....DSKJB  
11 (Bed) .....GTSPL  
12 (Blue Town) SMLLVLL  
13 (Cashier) .....CHRG  
14 (Train) .....NTBRT  
15 (Rockets) .....RDGLR  
16 (Pool Table) FSTNLS  
17 (PinBall Table) .....  
WHSWZRD

### AEROFIGHTERS ASSAULT

#### Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L

Secret F-15 Plane

On the opening title screen enter the following code:

C Left, C Down, C Right, C Up, C Left, C Right, C Down.

#### Secret Level

Beat the Ice Cave level to access The Moon.

### ALL STAR BASEBALL '99

#### CREDITS

On the title screen enter R, A, Z, R, C Right, A, B to enable the hidden credits option.

#### Alien Team and Stadium

On the 'enter cheats' screen, enter the code: .....ATEMYBUK

#### Beachball Baseball

On the 'enter cheats' screen, enter the code: .....BBNSTRDS

#### Big Everything

On the 'enter cheats' screen, enter the code: .....GOTHELIUM

#### Broken Bats

On the 'enter cheats' screen, enter the code: .....BRKNBAT

#### Fat or Skinny Players

On the 'enter cheats' screen, enter the code: .....ABBTNCSTLO

#### Fireball

On the 'enter cheats' screen, enter the code: .....GRTBLSFSDT

#### Paper Players

On the 'enter cheats' screen, enter the code: .....PRPPAPLYR

### AUTOMOBILI LAMBORGHINI

#### Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

#### HIDDEN CARS

#### Bugatti EB110

Finish championship mode on novice

#### Ferrari F50

Finish championship mode on expert.

#### Ferrari Testarossa

Finish the basic arcade mode on expert level.

#### Porsche 959

Finish the basic arcade mode on expert level.

#### Vector

Finish the pro arcade mode on novice

#### Dodge Viper

Finish the pro arcade mode on expert

### BANJO-TOOIE

#### Cheato's Pages!

We figure that you could hunt for these codes and earn them like a proper little gamer, or if you want, we can give you a few now!

To enter these codes enter CHEATO in the grid, and then follow on by putting the rest of the code in backwards! (Remember, if you

### BANJO-KAZOOIE

#### Special Codes

Bottle's puzzles in Banjo's house give you special codes if you complete all seven of his challenges. Once you've completed the challenges, enter these codes at the castle in Treasure Trove Cove to get the cheat – the catch is: if you don't complete the puzzle, you can't use the code!  
Note: You should enter NOBONUS to cancel the code.

Puzzle	Code & Effect
Puzzle 1	BOTTLESBONUSONE Big Head
Puzzle 2	BOTTLESBONUSTWO Big Arms and Legs
Puzzle 3	BOTTLESBONUSTHREE Small Head and Tall Body
Puzzle 4	BOTTLESBONUSFOUR Kazooie has Big Head andWings
Puzzle 5	BOTTLESBONUSFIVE Big Heads and Feet
Puzzle 6	BIGBOTTLESBONUS A combination of the above
Puzzle 7	WISHYWASHYBANJO Turns Banjo 'into Kazooie turns invisible)
Washer	

### BANJO KAZOOIE

#### Secrets Revealed!!

Once you've drained Treasure Trove Cove, the following codes can be entered at the Sand Castle. (If you don't know how to do this then read on... there should be a ledge with a bucket above the castle. If you fire two eggs into the bucket, the castle will drain itself, revealing letters upon the floor. To use these letters you must perform

the Beak Buster move on each of the panels.)  
Some of these codes will play a cut-scene while some will simply make a lovely noise.

The following codes will unlock six new eggs and the ICE KEY (ooohh), but please note that you can only get these if you have been to the levels these items can be found in. It's up to you to find a use for these extra items.

NOTE: When you enter a cheat that isn't egg or key related you should be advised that if you use more than two, Grunty (the old hag) will erase your game.

Also, you'll need to type the word 'cheat' before each code, but you don't need to use the spaces!

1) NOW YOU CAN SEE A NICE ICE KEYWHICH YOU CAN HAVE FOR FREE

This reveals the Ice Key inside the Freezeezy Peak Ice Cave.

2) DONT YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR

This opens a casket in Grunty's Cellar which holds a Blue Egg.

3) OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES

This cheat raises Shark Food Island, where you'll find a Purple Egg.

4) A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE

This unlocks the rock wall gate in Gobi's Valley where you will discover a dark blue egg!

5) AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM

This reveals a Green Egg in Mad Monster Mansion's second-floor bathroom. Wierd!

6) THIS SECRET YOU'LL BE GRABBIN THE CAPTAINS CABIN

This cheat reveals the red egg previously hidden in the Captain's Cabin in Rusty Bucket Bay.

7) NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE

This uncovers the Yellow Egg in found in Nabnut's house in Click Clock Wood.

8) THERES NOWHERE DANKER THAN IN WITH CLANKER

This code opens Clanker's Cavern.

9) NOW INTO THE SWAMP YOU CAN STOMP

This code opens up the Bubble Gloop Swamp.

10) THE JIGGYS DONE SO OFF YOU GO INTO FREEZEZY PEAK AND ITS SNOW

Opens Freezeezy Peak







haven't found these codes, you will have to enter them in backwards.)

## CHEATO SREHTAEF (FEATHERS)

Gives you Double Feathers.

## CHEATO SGGE (EGGS)

Gives you Double Eggs.

## CHEATO FOORPLAF (FALLPROOF)

After falling from a great height, this code will stop you losing any energy!

## CHEATO KCABYENO (HONEYBACK)

Energy bar will slowly recharge.

## CHEATO XOBKEJ (JUKEBOX)

Listen to any tune in the game as this code gets the Juke Box working properly in Jolly's Bar. (Level 4 - Jolly Roger's Lagoon).

## CHEATO YGGIJTEG (GETJIGGY)

This reveals the information on the signposts in JiggyWiggy's Temple. Alternatively, keep entering Madam Grunty's Fortune Telling Tent in WitchyWorld repeatedly until the code is given to you!

The following cheats can't be earned and have to be preceded by CHEATO for them to work. Note that they do not have to be entered backwards!

## CHEATO SUPERBANJO

Gives Banjo that little extra bit of speed he needs.

## CHEATO SUPERBADDY

Makes all the enemies run just as fast as Superbanjo.

## CHEATO HONEYKING

Allows you infinite energy and air.

## CHEATO NESTKING

Gives you infinite eggs and feathers.

## CHEATO JIGGYWIGGYSPECIAL

This unlocks all the levels without you having to collect all the jiggys.

## CHEATO HOMING

This code can only be accessed when you have found the egg and gained the appropriate skill. You cannot enter it with the CHEATO code. This code gives you the homing eggs that lock on to enemies. The mystery blue egg that you need can be found behind the waterfall in Spiral Mountain. Take the egg back to Heggy in her egg shack and wait for it to hatch!

## CHEATO PLAYITAGAINSON

Enter this code to unlock all the movies, intros for bosses and mini-games. It also unlocks the secret video you get from collecting all of the 90 jiggies!

## BATTLETANX

All Gangs in Campaign Mode  
Enter LSLTSGNGS as a password

Storm Ravens Gang  
Enter WMNRSRTR for the all-women Storm Ravens Game

MSTSRVV .....Invincibility

LVFRVR .....Infinite Lives

PLVRZM .....All Weapons

LTSFBLTS .....Infinite Ammo

CRSTLCR .....Invisibility

FRGZ .....Frog Mode

TDZ .....Toad Gang

CDPLT .....Run Story Mode

CNCTHRTM .....Psychedelic View

HVRL .....Spinning View



SuicideHold Down all the C buttons together.

## BATTLETANX: GLOBAL ASSAULT

### Custom Gangs

To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

### Level Menu

Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

### Cheat Codes

On the Code entry screen, type in any of the following codes to get the effect that you want

### RCKTSRDGLR

Unlock all weapons

### WRDRB

Boat Assault Bonus Level

### NNKNHCKS

Unlock Brandon's Gang

### TRDDYBRRRKS

Unlock Custom Gang

### HPPPYPPY

Invincibility

### 8oDYS

Access all levels

### Special Power Ups

Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLNG .....Brandon  
NSTYGR .....Cassandra  
BCKDR .....Level Select  
THRTN .....Unlock All Tanx  
SRTHMB .....Unlock All Weapons:

## BIO FREAKS

### ONE HIT FATALITIES

#### Minatek

Move in and press:  
Towards, Away, C Left + C Down

#### Zipperhead

Towards, Away, Away + C Right  
The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

#### Ssapo

Move in close and press: Towards, Away, Away + C Up + C Right

#### Psyclown

Move in close and press:  
Towards, Away, Away + C Left + C Down

#### Sabotage

Towards, Away, Away + C Up  
First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

#### Bullzeye

Move in close and press:  
Towards, Away, Away + C Up

#### Delta

Move in close and press:  
Towards, Away, Away + C Down

#### Purge

Away, Towards, Towards + C Up + C Right

#### Taunt

To taunt your opponent hold:  
C Left and C Right

#### First Person Perspective

During a fight hold away on the

control pad and press Start. To switch back hold Down on the control pad and press start.

## BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:

### Slider Race

(Available on the options screen.)

### Gossick World

Collect all 24 of the other Dimension Bombs for access.

### Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

### Princes Millian's Treasure Hunt

Finish Gossick World to get a third play mode mode to appear on the options screen.

## BODY HARVEST

For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

### Weapon Power Up

A, Right, C Down, C Right, C Up, A, Left.

### Serious Firepower

C Down, C Up, Up, Z, Z, Left, C Right.

### Surreal Graphics

C Down, Up, Right, Right, C Right, A, Left.

### Smart Bomb

A, C Up, C Up, Up, Left.

### Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

### Kill Adam

B, Left, C Right, C Right, Down.

### Create Mutant

C Down, Up, Z, Z, C Right, Right.

### Black Adam

C Left, C Right, A, C Down, C Right, Left.

### All Artifacts

Up, C Down, C Right, Z, Up, Left.

### Tall Adam

B, A, C Up, A, C Up, A.

### Short Adam

Down, C Left, A, Right, Z.

### Fat Aliens

Left, A, Right, Down.

### Weak Boss

Z, C Right, C Right, B, Left, C Right.

### Dancer

Down, Up, C Up, Down, C Right, C Right.

## BUCK BUMBLE

### All weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

### Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

## CHARLIE BLAST'S TERRITORY

Enter the following passwords to be warped to that level (H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queens, K=Kings, A=Ace)

## DESERT ISLANDS

### Desert stash

4S, 5H, 10C, QC, QC

### The Gauntlet

4C, 5H, 10C, 9C, 4C

### Blockout

AC, 7D, 6H, 6S, 2H

### Danger Pass

6H, 2H, AS, 5H, 8H

### Switchback

9D, 10D, JD, JH, QH

### Gather TNT

9D, 10H, 10H, 7D, 5H

### X marks the spot

AC, 7D, 8D, 5C, 8H

### It's about time

6D, 4H, 9H, 6H, QC

### Tres Amigos

7D, 10H, AH, 9S, 6H

### ALPINE ISLANDS

### It's a bomb

7D, 4S, 9D, 7H, QH

### Think fast

6D, 4D, 9C, 8C, 4C

### Chain reaction

5S, 9S, JH, 6C, 4C

### Switchbacks

2H, 3D, 9D, 3D, 2C

### Big bang

4C, 5H, QS, 4C, 8C

### Long haul

6D, JS, 2H, AD, 6H

### Run like crazy

6H, 2H, QC, 7S, 3H

### Tix-Tacs-oh No!

6C, KH, 10H, AC, 3S

### Bouncing Charlie

2H, 3D, 7H, 6C, 10D

### Double Bounce

6D, JC, 3H, 4C, 8H

## TROPICAL ISLANDS

### Hot Spots

AC, JS, 3C, 7H, 9H

### Oil Slick

9H, 6C, 2H, 6S, 2S

### Bumpers

2H, 3D, 7C, QD, 8D

### Conveyor Belts

AC, 7D, 6S, JC, 4H

### First in, Last Out

AC, JC, 3D, JH, KH

### Turnaround

4C, 6H, 8C, QS, AD

### S. Dakota Switch

2H, 4D, 6D, 4C, 6C

### Double Cross

5S, 9S, 10S, QS, 9C

### Decathlon

D, 4C, 8H, AC, 10C

### Moving Ground

9C, AH, JH, 8D, AS

## SWAMP ISLANDS

### Breakaway

2H, 6S, 8D, 7H, 7D

### remote Control

5S, 9S, JS, 10D, 4C

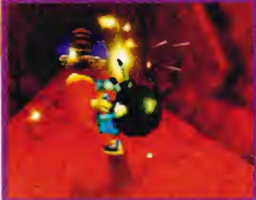
### Trampoline Act

AC, JC, 3D, JC, 7H

### Runaround

2S, 6S, JH, 4H, KC

### Take it with you





# CHEAT CENTRAL



78

multiplayer games.

## Extra Brutal Multiplayer

This one is... well, a little rude, so to spare your blushes we've printed it in reverse. To enable the code, enter it starting with the letter on the right and working backwards!

Enter: YEKCOJKNUPS

at the cheat screen and when you attack someone with a sword/chainsaw in multiplayer, the death animation will look like something straight from *The Matrix*. This code works ONLY in single multiplayer however!

## Unlock Neo Conker

Enter: EASTEREGGSRUS

at the cheat screen and you'll be allowed to play as Neo Conker in multiplayer games.

## Unlock The Heist Level

Enter: CHOCOLATESTARFISH

at the cheat screen and if you go into 'chapters' you'll now be able to play the Heist level (*The Matrix* send up!)

## Unlock "It's War"

Enter: BEELZEBUBSBUM

at the cheat screen to access this cheat!

## Use Frying Pan in Multiplayer Race Mode

Enter: DUTCHOVENS

at the cheat screen to give yourself a frying pan as your default weapon!

## Unlock Caveman For Multiplayer

Enter: EATBOX

at the cheats screen to grant you access to the cavemen.

## Unlock Slopanos In Chapter Mode

Enter: ANCHOVYBAY

at the cheat screen and The Slopanos is now open for you to use in Chapters Mode.

## Unlock The Baseball Bat In Race Mode

Enter: DRACULASTEABAGS

at the cheat screen so you can now use a baseball bat instead of a stick!

## Unlock Uga Buga In Chapters Mode

Enter: MONKEYSCHIN

at the cheat screen and you'll now be allowed to play as Uga Buga!

## Unlock Zombies and Villagers for Multiplayer

Enter: BEEFCURTAINS

at the cheat screen and there will be zombies and villages galore in multiplayer.

## Unlock Barn Boys in Chapter Mode

Enter: PRINCEALBERT

at the cheat screen and the Barn Boys are all yours!

## Unlock Bats Tower

Enter: CLAMPIRATE

at the cheat screen and Bats Tower is all yours!

## Give Yourself 50 Lives

Enter: BOVRILBULLETHOLE

at the cheat screen and you'll be granted with 50 lives in the single player mode!

## Unlock Every Chapter and Cut-Scene

Enter: WELDERSBENCH

at the cheat screen and every chapter and cut-scene will be available!

## Unlock Sergeant, and Tediz Leader

Enter: RUSTYSHERIFFSBADGE

at the cheat screen and during the multiplayer games, these characters are yours!

## Unlock Weasel For Multiplayer

Enter: CHINDITVICTORY

at the cheat screen and the weasel's yours!

## Very Easy Mode

Enter: VERYEASY

at the cheat screen and the game will be as easy as pie!

## CRUISE EXOTICA

Could this game get any worse? No, because now you can access all parts of this 'driving' game if you feel inclined to do so!

For all cars and tracks enter the save game filename as HOTRIDES. Won't you have fun?

## DESTRUCTION DERBY 64

### Turbo start

Straight after the announcer says "set" press and hold down the A button.

### Unlock Extra Cars

In world championship mode:

### Taxi Cab

Complete the first circuit.

### Pick Up Truck

Complete the second circuit with the taxicab.

### Ambulance

Complete the Legend circuit with the pick up.

### Ragtop

Beat Alpine Ridge time trial challenge with Baja.

### Blue Demon

Beat Seascape Sprint time trial challenge with Ragtop.

### Hatchback

Beat Terminal Impact time trial challenge with Ragtop.

### Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

### Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

### Woody Wagon

Beat Bayou Run time trial challenge with Ragtop.

### Police Car

Beat Midnight Rumble time trial challenge with Ragtop.

### Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars to unlock in total.

## DOOM 64

### ?TJL BDFV BFGV JVV

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

## DR. MARIO 64

### Unlock Hard AI

Here's how to make life that little bit more difficult in Vs. Computer or Flash mode. After you have selected your character, when it is time for you to select an opponent, hold down the L button and tap the A button when the character is highlighted. Another star should be added to the opponents handicap. Also "Com Lv Hard" should appear in the upper right-hand corner of the screen.

### Unlock S-Hard AI

To really make things tricky in the same mode as the above, hold down the L button and tap B. This should add two stars and the words "Com LV S-Hard" to the screen.

### Increase Your Virus Population

In Marathon Mode, you can increase the Virus Population by simply pressing the L or R buttons during play. This means you can keep on scoring despite having a relatively clean screen.

## DUKE NUKEM 64

### Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

### All Items

Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left

### Invincibility

Enable the cheat menu, press: R, C, Right, R, L, R, R, Left

### No Monsters

Enable cheat menu, press: L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.

### Level Select

Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up It's now possible to select any level you want from the cheat menu during play.

## DUKE NUKEM: ZERO HOUR

### Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

### First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).

### Free Health

If you find a fire hydrant in the game,

stand next to it when you shoot it. Now quickly hold down A to regain all your health.

### Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

### Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

### Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

### DEBUG Mode

When "Press Start" appears at the opening screen, press C Up, Up, C Left, Right, C Down, Down, C Right, Right, A, B, and if all this button-bashing works, you should hear a sound. A cheats menu will be available but none of the options will be switched on (unless they were previously active or earned). When you start or reload a game, text will appear in the upper-left hand corner of the screen. Press Start on controller two to cycle through the list of options, such as invincibility, all weapons, all keys and also a level warp, even if you haven't completed whatever level you are currently on. Use the buttons noted below to change certain values, such as cloud colour. Note: Debug mode does not save on the controller pak like the other cheats.

## EXCITEBIKE 64

Add some excitement to your racing with these new codes.

### Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the hidden cheat menu and enter one of the following codes to gain the desired effect:

YADAYADA.....Mirror mode  
MIDNIGHT.....Night mode  
TRICKSTER.....All stunts  
PATWELLS.....Beat This! mode  
PINHEAD.....Small Head Mode  
BLAHBLAH.....Big Head Mode  
SHOWOFF.....Stunt Mode

### INVISRIDER ....No Riders on Bikes

Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through every single one of the stunts!

### Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

## EXTREME-G

### Ultimate Password

On password screen enter 81GGDS.

### Weapons

Enter on name selection: arsenal.

### Unlimited Turbo

Enter on name selection screen: nitroid

### Rock Race Mode

Enter on Name selection screen: roller

### Extreme Speed

Enter on name selection screen: xtreme

### Fisheye lens

On name selection screen: fisheye

### Upside down Mode

On name selection screen: antigrav

## F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

### Open All Challenges

## DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

### Play as TT

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

### Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

### JOINTVENTURE

Co-operative two-player adventure mode will be activated.

### DOUBLEVISON

Everyone can select the same player

### FREEFORALL

Maximum power-ups on pick-ups

### FREEFRUIT

Start race with ten bananas

### VITAMINB

No limit to the number of banana power-ups

### ZAPTHEZIPPERS

Remove the zippers from the track

### NOYELLOWSTUFF

No bananas on track

### BYEBYEBALLOONS

No balloons (ie: weapons) on track

### TIMETOLOSE

Ultimate AI characters

### BOGUSBANANA

Bananas reduce speed instead of boosting it.

### BODYARMOR

All balloons are yellow shield balloons.

### ROCKETFUEL

All balloons are blue boost balloons.

### BOMBSAWAY

All balloons are red rocket balloons.

### OPPOSITESATTRACT

All balloons are magnetic rainbow balloons.

### TOXICOFFENDER

All balloons are green drop behind balloons.

### ARNOLD

Larger characters.

### TEENYWEENIES

Smaller characters.

### OFFROAD

Four wheel drive for more speed on rough terrain.

### BLABBERMOUTH

Instead of a horn, the characters will babble incoherently.

### JUKEBOX

Music menu.

### WHODIDTHIS

View credits without having to complete the game.

## DIDDY KONG RACING

### More Magic Codes:

### DODGYROMMER

This allows you to access the ROM checksum.

### EPC

This allows you to access the EPC lock up display.

### EOLAQBENRLONE

This allows you to receive a free gold balloon in Adventure Mode.







To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

## Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

## Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a handy shortcut!

## FIGHTER'S DESTINY

### Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

### Hidden Werewolf

Select Pierre as your character then mid-fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

### Unlock Ushi

To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, R and throw. To do this in game press L twice and enjoy the results!

## GOLDENEYE

In game cheat codes, enter at any point in gameplay:

### Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

### All Guns

L and R and Down, L and C Left, L and C Right, L and R and C Left, L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

### Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

### Invisibility in Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

### Cheat Menu Codes:

Enter on the cheat menu screen:

### Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

### DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

### 2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

### 2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

### Turbo Mode

L and Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

### Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

### Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

### 2x Hunting knives

R and C Down, L and right, R and C Right, L and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

### Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

### 2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

### Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

### 2x Lasers

L and Right, L and R and C Left, L and

Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

### All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

### Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

### Facility

L and R and C Up, R and C Left, L and Left, R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

### Runway

L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, L and Right, L and Down, R and C Left.

### Surface 1

R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L and U, R and C Down, L and Right, L and C Right, L and R and Down.

### Bunker 1

L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

### Silo

L and up, R and C Down, L and LeftR and Down, L and C Left, L and C Left, L and C Up, R and Right, R and Right, R and Right, R and C Right.

### Frigate

R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, R and Up, L and R and C Down, R and Up.

### Surface 2

L and C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, L and C Up, L and R and Down, L and C Right.

### Bunker 2

L and Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

### Statue

L and R and C Down, L and R and C Down, L and Right, L and R and Left, R and Left, R and C Right, L and R and Left, R and C Up, R and C Down, R and Right.

### Archives

R and Left, L and R and Up, L and R and C Down, R and Left, L and R and C Right, L and Left, L and R and Right, L and R and C Down, L and Up, R and C Down.

### Streets

L and R and C Left, L and C Right, L and Up, L and R and C Down, R and C Right, R and C Down, R and Left, R and C Down, R and C Up, L and Down.

### Depot

L and Down, L and Down, R and C Down, L and C Right, L and R and Right, R and C Right, L and Down, L and C Left, L and C Right, L and Up.

### Train

R and Left, R and C Down, R and C Right, L and R and Left, L and Right, R and C Down, L and Left, L and R and C Left, L and Up, L and C Up.

### Jungle

R and C Down, R and Left, L and R and Up, R and Right, R and Down, R and Down, R and Up, R and C Left, R and C Up, L and R and Left.

### Control Centre

L and C Down, R and Down, L and Right, R and C right, R and C Down, R and Left, R and Left, R and C Up, R and Left, L and R and C Up.

### Caverns

L and Down, R and C Down, L and R and Up, L and Right, R and C Up, R and C Left, R and Up, L and C Left, L and Up, R and C Left.

### Cradle

L and R and C Up, L and Left, R and Down, L and Down, L and C Up, L and Down, R and Right, R and C Up, L and C Left, R and Right.

### CHEAT MENU CODES:

enter on the cheat menu screen:

### Paintball Mode

L and Up, C Up, R and Right, L and R and C Left, L and Up, R and C Down, L and C Down, L and R and C Down, L and R and Up, L

and C Down

### Invisible Bond

L and R and C Left, L and R and C Down, L and C Left, R and C LeftR and Right, L and R and Left, L and Right, Left, L and R and C Left, L and Down.

### Tiny Bond

L and R and Down, R and Down, L and C Down, Left, R and C Left, L and R and C Down, Right, Down, R and C Down, R and Right.

### Enemy Rockets

L and R and C Down, C Left, R and C Down, C Down, LK and R and C Down, L and R and UpC Down, R and Up, L and Up.

### Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

### DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

### 2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

### 2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Down, R and C Left.

### Turbo Mode

L and Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down; L and Right.

### Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

### Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

### 2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L

## JET FORCE GEMINI

The cheats have to be opened under the options menu and can be switched off and on once you have unlocked them. The following three cheats are awarded for collecting all those lovely ant heads:

**Rainbow Blood Cheat**  
Requirements: Collect 100 ant heads.

**Jet Force Kids Cheat**  
Requirements: Collect 200 ant heads.

**Ants Into Pants**  
Requirements: Collect 300 ant heads.

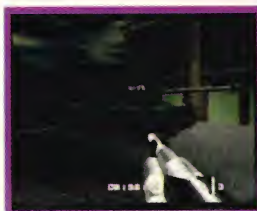
**Kill the Fish**  
If you really have to kill this fish you can with this simple method! You'll need to use some mighty big explosives, the cluster bombs or grenades should do, and chuck them into the pond.

## Secret Flamethrower Ammo

When your flamethrower is running on empty search for some lanterns carried by Tribals! If you shoot at the Tribals, they'll drop these lanterns and you can then pick them up and use them to power the flamethrower!

## Selective Ammo

To collect ammo for a gun that has none, select the weapon you want to refill and collect weapons from the dead. When collecting these objects, it will automatically supply your gun with all the necessary ammo you'll ever need.







and C Left.

## Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

## 2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

## Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

## 2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

## All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

## HARVEST MOON 64

Running a farm is not an easy job. Especially in real life, let alone in a videogame such as Harvest Moon! To make things that little bit simpler for you, here are a few tips to make the job as easy as possible!

## Chickens

Using the staircase, place all of your chickens on the roof. Somehow, they will manage to get fed without you having to do anything. Another plus point is that they still lay their eggs!

## Easy Medals

To win medals in the horse race you need to save the game the day before the race and then place a bet on any old horse (go on, spend all of your money!) Once you have discovered who won the race, restart

the game from the beginning of that day! Now you should be able to foresee who the winner is and collect all those lovely medals!

## How to get rid of your dog

If you are a bit sad and for some reason want to get rid of your pet dog, then bring it into the bathroom. Once inside, place the dog on the floor and it should walk into a black area (a hole?) Even though you shout, it won't come back. How sad!

## How to get the empty bottle

Unless you find an alcoholic in the game, the only other way to find an empty bottle is from a guy called Rick. During the festivals in the town square (most notably the Flower Festival) you can collect this bottle and then proceed to keep medicines or liquids in it!

## Make Ann fall in love with you

This is a sure-fire way to get the girl! Ann likes to chat so to worm your way into her heart you'll need to chat to her as often as possible. She likes things like wool, catmint flowers and also animals. This means you should bring her these things and especially show her your pet! One last thing, she loves cake!

## How to make Elli fall in love with you

If Elli is more your type then woo her with fish, eggs and milk, and if you give it to her every day (you know what I mean!) she'll soon fall in love. NOTE: If you marry Elli, then her Grandmother won't die during the festival. She also won't die if you ignore her on this very same day!

## INTERNATIONAL SUPERSTAR SOCCER '98

Make sure you stay on the ball in the prequel to ISS 2000 with these net-busting cheats.

## Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

## Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down, Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

## Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

## Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

## MACE: THE DARK AGE

### To play Two Player Practice Mode

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like. Or until you're bored.

### Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

### Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete on their

## MARIO GOLF

### Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

### Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

### Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

### Secret Characters

Complete the following criteria to open each of these secret characters:

#### Luigi

Beat him with any character in computer Vs mode.

#### Yoshi

Beat him with any character once you've got Luigi.

#### Sunny

Beat him with any character once you've got Yoshi.

#### Wario

Beat him with any character once you've got Sunny.

#### Harry

Beat him with any character once you've got Wario.

#### Mario

Beat him with any character once you've got Harry.

#### Mable

Get 50 coins in tournament mode.

#### Donkey Kong

Get 30 stars in Ring Shot Mode.

#### Bowser

Beat him with any character once you've got Mario. Tee off and make sure you get the perfect score with these handy cheats.

### Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes correctly to open up the desired courses:

#### Camp Hyrule Cup 1

5VW68906

#### Camp Hyrule Cup 2

KPXWN9N3

#### Nintendo Power Tournament

FIQ49JJA

#### Nintendo Power Summer Scramble

Faster Animation

To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

### Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

### Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

### Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

### Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

#### Metal Mario

Get 108 birdie badges in tournament mode

#### Sonny

Beat him in 'Get Character' mode

Maple Get 50 birdie badges in tournament mode



home stage and then select the character you want to fight and begin the action.

### Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want to use.

### Fight as Pojo The Chicken

Successfully perform Taria's execution. The begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

### Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

### Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn: Koyasha, Executioner, Lord Demios then move along to Xios Long and press Quick to play as a janitor.

### Head Swap

On the character selection screen, press start on each of the following characters in turn to access this bizarre cheat: Al-Rashid, Takeshi, Mordos Kull, Kios Long, Namira.

### Pink Slippers.

On the character selection screen, press start on each of the following characters in turn: Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat

wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.

### Different Costumes

To change the colour of your fighters costumes, hold down any one of the C Buttons whilst selecting the fighter and then press Evade quickly followed by A or B.

### Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

#### Big Head

Ragnar, Al Rashid, Takeshi

#### Random Opponent

Hell Knight, Xiao Long, Dregan, Namira

#### Tiny Players

Takeshi, Al Rashid, Rangar, Xiao Long

#### Speed Mode

Ichiro, Xiao Long, Koyasha

#### Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

#### Miniature Golf.....

Koyasha, Mordos Kull, Takeshi

#### San Francisco Rush

Xiao Long, Al Rashid, Koyasha Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

#### Ned Long

Koyasha, Executioner, Lord Demios, Xiao,Long

## MACHU PICHU

Namira, Koyasha, Taria

## MARIO PARTY

### Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board. When the scores are added up, you'll receive all their winning as well as your own.

### Bumper Ball Maze 1

Beat Toad in the final 'Slot Car Derby 2' on mini-game island. You can then play Bumper Ball Maze 1 in the mini-game house.

### Bumper Ball Maze 2

Clear all 50 mini games on mini-game island to access Maze 2.

### Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third Bumper Ball course.

### Bowser's Magma Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

### Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

### Special Items in Shop

Complete the Eternal Star stage and after the end sequence has disappeared, special items will be available in the shops.





## MICKEY'S SPEEDWAY USA

### Unlock Louie

If you manage to come first in the first three tracks on Intermediate Level, then that lovely Louie will be all yours to race with!

### Unlock Victory Vehicles Circuit

If you'd like to unlock the Victory Vehicles circuits (which consists of Yellowstone, Washington D.C., Malibu and the Everglades) then win three circuits set on Professional level.

## MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

### Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

### Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

### Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C Down, C Down

### Slow CPU cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

### Transform Car

Down, Down, Up, up, Right, Right, Left, Left

### Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down-Quit race and win (doesn't work in time trial). Hold Z and press Up, Down, Left and Right-Change camera angle. Hold Z and press L or R-Change camera zoom Hold Z and press C Left-Turns the player into an automated computer drone.

## MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better." (all entered on mission select screen)

### Silenced Weapon

C Up, L, C Right, C Left, C Down

### Infinite Ammo

C Up, Z, C Left, Z, C Left

### Invulnerability

R, Z, C Down, R, R

### Rocket Launcher

C Up, L, C Left, C Right, C Down

### Kid Mode

C Down, C Up, R, C Left, Z

### 9MM Pistol

R, L, C Down, C Up, C Down

### Big Head Mode

C Down, R, C Up, R, C Left

## MORTAL KOMBAT TRILOGY

### Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

### Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

### Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

### Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.



### Play as Kameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleon!

### Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

### Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freplay' will appear in the remaining Credits window.

### Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

### Bonus G alaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

### Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

### Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

### Enable Both Red and Blue ? Menus

During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

## MORTAL KOMBAT 4

### Fight As Meat

Choose Group Mode and win as all 16 characters

### Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

### Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and then Block.

### Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

### Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

### Kombat Modes

### Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

## MISCHIEF MAKERS

### Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

### Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

## NHL BREAKAWAY '98

### Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.

### Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.

### Remove Opposing Goalie

Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you re controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

## NFL BLITZ 2001

### Hidden players

To access the new characters choose the "Enter Name For Record Keeping" option and enter one of these player names and PIN numbers and these faces will be yours!

Name .....PIN  
Player  
ALIEN .....1111  
AOB .....1111  
AUBREY .....7777

## PAPER MARIO

### Secret Pipes

To discover these pipes, head back to Toad Town after you have received the Stone Hammer in the Dry Dry Ruins. Once in Toad Town, enter the sewers via the pipe with the PRIVATE sign next to it. On the left is a stone that can be smashed with your hammer. If you now go through the tunnel, on the other side will be a giant Blooper. If you defeat him, he will reveal three new warp pads that will take you to Goomba City(Left), Koopa Village (middle) and the Dry Dry Outpost (right)! Not bad eh?



### Secret Playroom

In Toad Town, go south until you get to Li'l Oink Farm. Go left to the narrow passage way that is not fenced off and then hit the tree with your hammer. A pipe should appear on the right. This pipe leads you to the playroom where you can play games to earn cash. However, you will need the silver or gold card to play!

### Classic Mario

To become classic Mario, go to Boo's Mansion and look for the door on the right as you enter the building (opposite the bookcase on the left) Enter the door and you'll be in a room with a vase. There will be a box in front of it and so jump

on this box to jump into the vase. When you exit the vase you'll look just like classic Mario. Sadly, this will wear off as soon as you leave the room!

### Hidden Hearts

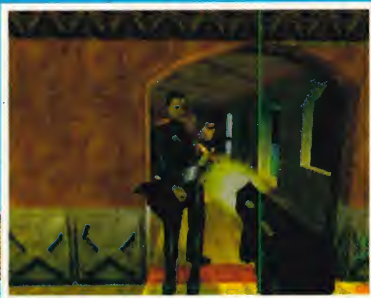
On Pleasant Path, you'll see three striped blue poles. The one on the left will follow you with it's eyes. If you run around it, hearts will appear, along with the classic Mario theme! Bizarre, but useful nonetheless!





## PERFECT DARK

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P90.



1111 .....Wolf mascot  
RANDU .....6666  
ROOT .....6000  
John Root  
SAL .....0201  
Sal Divita  
SAD .....1111  
Sad face  
SKULL .....1111  
Skull  
SMILE .....1111  
Smiley face  
WHODAT .....1844

The following PIN codes might look blurred when played on Big Head Mode  
ALEC .....1197  
"Scream" mask  
BOXER .....2111  
Boxer with

corn-row hair  
DINO .....1111  
Stegosaur head  
MOOSE .....1111  
Moose head  
PIRATE .....1111  
Pirate  
PUNKR .....1221  
Punk with red .....mohawk  
PUNKB .....2112  
Punk with blue .....mohawk  
SHINOK .....8337  
Demon Shinok .....from Mortal Kombat  
SHRUNK .....6666  
Shrunken head  
THUG .....1111  
Cartoon burglar  
T-Rex .....1111  
T-Rex head  
TURMEL .....0322  
John Turmell

## NUCLEAR STRIKE

If the guide isn't enough to help you save the world, you could always try cheating instead!

### Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL  
Increased armour

CPPLM  
Invincibility

## OFF ROAD CHALLENGE

**Four extra trucks**  
(All cheats are accessed on vehicle selection screen)

**Punisher Truck**  
Tap C Down

**4x4 Monster Truck**  
Tap C Up

**Thunderbolt Truck**  
Tap C Left

**Crusher Truck**  
Tap C Right

**El Cajon Track**  
to play this stage go to the level select menu and press both the L

and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

### Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

### Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

### Quick Start

To get a boost at the start of the race hit the gas as soon as the announcer says "Go!"

## OGRE BATTLE 64

### Music test

Start a new game and enter the case-sensitive name MUSIC\_ON.

### Delete saved game files

Start a new game and enter the case-sensitive name DEL\_DATA.

## PERFECT DARK

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P90.

## POKÉMON PUZZLE LEAGUE

### Badges

To collect the following badges you must defeat the following characters:

**Brock**  
Boulder Badge

**Misty**  
Cascade Badge

**Lt. Surge**  
Thunder Badge

**Koga**  
Sould Badge

**Erika**  
Rainbow Badge

**Sabrina**  
Marsh Badge

**Blaine**  
Volcano Badge

**Giovanni**  
Earth Badge

### Medals

Defeat these characters to collect the Elite medals.

Ritchie  
Lorelei

Bruno

### Very Hard (V-Hard) Difficulty

**Setting**  
Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

### S-Hard Difficulty Setting

To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

### Mewtwo

If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

### Speed Marathon

On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

### Unlock All Trainers

Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those trainers marked by a ? will be revealed.

### Unlock Class 2 and 3 at Puzzle University

Hold Z and press A, B, R Button, A, A, B, R Button, A at the title screen.

### Jigglypuff

To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

## TRAINERS AND THEIR POKÉMON!

**Ash**  
Pikachu  
Squirtle  
Bulbasaur

**Brock**  
Geodude  
Vulpix  
Zubat

**Lt. Surge**  
Raichu  
Jolteon  
Magnetron

**Koga**  
Venomoth  
Voltorb  
Golbat

**Team Rocket**  
Weezing  
Arbok  
Golbat

**Ritchie**  
Sparky (Pikachu)  
Zippo (Charmander)



## Get More Knowledge at Pokémon Academy

If you manage to pass your exams and win the school battles, more information becomes available to you in the library. This includes items for the Game Boy games!

### Rent Celebi

If you want to get your hands on this guy, you'll have to get to Round Two by beating all of the cups in Stadium Mode, defeating all the trainers in Gym Leader Castle and beating your rival! Once all this is done, you can rent Celebi in Prime Cup!

## POKÉMON STADIUM 2

### Unlock GB Tower Secrets

If you want your Game Boy games to run at a higher speed when you play at Game Boy Tower then defeat the Gym Leader Castle or win all the Stadium Cups in Round One. This gives you the Doduo sticker so that you can play Gold/Silver at double speed in GB Tower. If you do the same for Round Two, then you'll be allowed to play at Hyper Speed!

### Fight Your Rival

When you have won all of the cups in Stadium Mode and beaten all of

the trainers in Gym Leader Castle, you'll unlock a Rival Cup in the lower corner of the main map. If you go to it, you'll be able to pit your team against Mewtwo, Ho-oh and Lugia!

### Get Rare Pokémon

If you win the Rival Cup you will be able to get your hands on Farfetch'd Pokémon with Baton Pass. In Round Two, a win will let you use a Gligar with Earthquake. Because these moves are not normally used by these particular Pokémon, this makes them very rare and very useful!







## Magamar

**Gary**  
Nidoran  
Growlithe  
Krabby

**Misty**  
Horsea  
Psyduck  
Staryu

**Erika**  
Tangalo  
Weepinbell  
Gloom

**Sabrina**  
Abro  
Hypno  
Alakazam

**Giovanni**  
Persian  
Sandlash  
Nidoking

**Lorelei**  
Cloyster  
Polihwhirl  
Dewgong

**Tracey**  
Marill  
Venomant  
Staryer

## PUYO PUYO SUN 64

**Elephant Mode**  
Highlight elephant and hold down start for three seconds on the character select screen.

**Play As Satan**  
Highlight Shezo and hold Start for three seconds.

**Random Character Selection**  
On the character selection screen highlight Rulue and hold Start for three seconds.

**Play as Carbuncle**  
On the character select screen highlight Arle and hold Start for three seconds.

**Select Opponent's Character**  
On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

## QUAKE

**Debug Mode**  
This cheat gives you access to level warp, weapons and God mode. On the password screen type: QQQQ QQQQ QQQQ QQQQ. You will then receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

## QUAKE 2

### ONE PLAYER PASSWORDS

**Central Complex**  
6JBB NVJB B5BR XBF5  
**Intelligence Centre**  
1KLS 7VDH B8BT FLXM  
**Communication Centre**  
ZKLT QN7G 90B7 YCH6  
**Orbital Defence**  
VK3K 1MBG T8B7 DCBK  
**Docking station**  
WK3C CW3B 99BB XBGH  
**Strogg Fighter**  
TK7F BDGT FCJP YF6G  
**Cargo Bay**  
ST6T 7MXR 9V10 JVR9  
**Zaxite Mines**  
R78R DPDL 6HJX 9VG6  
**Storage Facility**  
Q87H GNVG PF1L 7BPC  
**Organic Storage**  
P64Y Q6RS T71K 7LW8  
**Processing Centre**  
N4R3 7T82 VWQW ZG7V  
**Geothermal Station**  
MGO4 9QMG Y40V LQKY  
**Detention Centre**  
L689 GR4B 70VB JMGM

## Research Lab

K67Y X766 T6ZK 994R

**Bio Waste Treatment**  
J674 7SLM YR72 QDSB

**Access conduits**  
H67W 39XL P4Z1 7XBC

**Decent to the core**  
G46V MQZ2 V6FK NK9W

**Commnan Core**  
F46V RQZ2 VYSH SK7N

**Secret Level: Twist**  
FBBC VBBB FBBC VBF7

**Multilevel passwords**  
Change Level Colours  
S3TC 0oLC oLoR S7??

**Infinite Ammunition**  
S3TL NF1N 1T3S HOTS

**Low Gravity**  
S3TL oWRG V1TY

## RAINBOW SIX

### Recruit Passwords

Level 2 .....12D1S2Q22MQQ  
Level 3 .....BJDBC3Q22WQQ  
Level 4 .....BZDBSMQZ2IQQ  
Level 5 .....CJTCCQ22F6SQ  
Level 6 .....K2TK65Q2F4SQ  
Level 7 .....T2TT68QGF1WQ  
Level 8 .....5JR5L1QG6G5Q  
Level 9 .....52T572Q4G45Q  
Level 10 .....VJVVJQGGW5Q  
Level 12 .....VZRTFMQ2G85Q

### Veteran Passwords

Level 2 .....1ZL1S2RF2MQQ  
Level 3 .....BJJBC3RF25QQ  
Level 4 .....BZJBSMR28RQ  
Level 5 .....CZBCS5RFFMRQ  
Level 6 .....DJBDCYRF5RQ  
Level 8 .....LZBDS8R2F8RQ  
Level 9 .....MJB2D1R2D2RQ  
Level 10 .....2ZB2T2R2GMQ  
Level 11 .....FJJFD3R2G5RQ  
Level 12 .....FZJFTMR2G8RQ

## RAKUGA KIDS

### Alternate costume

Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

### Fight As Inoz

Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

### Fight As Darkness

Accumulate a totla of more than five hours gameplay.

## RAMPAGE

### Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

### Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. It won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph .....Cats  
Lizzie .....Birds  
George .....Dogs

### Hidden Cities

On the next city screen tap the following buttons

Ralph .....Kick  
Lizzie .....Punch  
George .....Jump

## RAMPAGE 2: UNIVERSAL TOUR

### Passcodes

**NoT3T** .....  
Opens all characters  
**BVGgy** .....  
Opens cheat menu in options

**B1G4L** .....  
Play as mystery alien

**SM14N** .....  
Play as George

**S4VRS** .....  
Play as Lizzy

**LVPVS** .....  
Play as Ralph

**SRy3D** .....  
Play as Nubus

## RESIDENT EVIL 2

### Cheat Codes

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

### Invincibility

Up x4, Right x4, L, R x2, L, C Up, C Down.

### Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

## RE-VOLT

Make sure your batteries never run out with this batch of cheats.

### Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

### Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - enter B, A, Z, Z, B, L, A, C Up on the title screen.

## ROBOTRON 64

All codes to be entered on game set up menu screen.

Following passwords start game with 110 lives

Easy Level: .....BSBBBTTJB

Normal Level: .....BCBBLTJB

Insane Level: .....BFBBCJTJB

### Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

### Speed Up

During the game: Left, Left, Right, Right, C Up

### Shield

During the game: Down, Left, C Left, C Right

### Flame Thrower

During the game: Down, Right, Down, Right, C Right

### Gas Gun

During the game: Up, Down, C Right, C Left

### Four Way Fire

During the game: Down, Down Up, C Right

### Three Way Fire

During the game: Right, Right, C Left,

## C Down

### 50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

### Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

### Two way Fire

During the Game: Up, C Up, Up, C Up

### Access Final Level

Enter BJTCNGLFCR as a password to get the end.

### Level Passwords

90: .....CSSRQQHLRH  
98: .....DGQDQQLLHJ  
99: .....DNKFQGLLJ  
100: .....DDJGQGLLJ  
101: .....DLRHQQLDLJ  
102: .....DBBJQLDLNS  
103: .....DMNJQGLFJS  
104: .....DNTJQLCLQJ  
105: .....DGBKQLCLQJ

## ROAD RASH 64

### Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

### Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

### Faster Bikes

### 8 times

Bill Clinton

### 9 times

Hillary Clinton

### 10 times

Rumbleman

## READY 2 RUMBLE BOXING

### Unlock classes and boxers

Enter these codes in the championship mode to unlock the relevant class boxers.

### BRONZE

Bronze class

### SILVER

Silver class

### GOLD

Gold Class

### CHAMP

Championship Class/All boxers

### Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

### Rumble Flurry

During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

## READY 2 RUMBLE BOXING: ROUND TWO

Okay, even though the game sucks, you still might be interested in playing through it. Of course, the only reason to play through it at all is so that you can unlock the following characters. Here's how many times you need to complete R2R:R2 to access those hidden boxers:

### 1 time

Freak E. Deke

### 2 times

Michael Jackson

### 3 times

G.C. Thunder

### 4 times

Wild "Stubby" Corley

### 5 times

Shaquille O'Neal

### 6 times

Freedom Brock

### 7 times

Rocket Samchay







At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

## Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

## Harder Races

On the main menu screen, you should press C Up, C Left, C Left, C Right, L, R, Down and Z.

## RUSH 2: EXTREME RACING USA

### Cheat Menu

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

### Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

### Levitation

Hold down L, R and Z and tap all the C buttons four times.

### Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

### Auto Abort

C Up, C Up, C Up, C Up

### Invincible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

### Invincible Car

Hold down L, R and Z and tap all the C buttons eight times.

### Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

### Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

### Massive Mass

Hold down L and R and press C Up, C Down, C Left and C Right

### Killer Rats

Hold down L and R and press Z four times.

### Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

### Super Tires

Hold down L, R and Z and tap all the C buttons six times.

### Gravity

Hold down L, R and Z and tap all the C buttons five times.

### Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C Down on the car selection screen.

### Taxi

Pick up six of the golden keys on any track and the taxi is yours.

### Formula One

Collecting nine keys on any tracks get you a very fast new car!

### Prototype Car

Collect all 12 keys from any track.

### Rocket car and Midway track

Complete the whole circuit mode and get a final position of first place

overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

## Mountain Dew Dragster

Find all four Mountain Dew cans on any level.

## New York Cabs

R, L, Z, C Up, C Down, C Up

Switch control directions Move the cursor over to the mirror selection while on the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option. In the cheat menu Line up the cursor with the cheat that you want to access then press the following codes:

## Burning wreak

Hold Up and Press Z four times.

## Core Mines

Hold Z and press L and R four times.

## RUGRATS TREASURE HUNT

### Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

## SAN FRANCISCO RUSH 2049

### Cheat Menu

Go to main menu and highlight the options selection. Before you select it hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, L and then hold down C Left and C Down and press Z!

### Extra Tracks

Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come anywhere in in the top 3 positions on the Extreme Circuit.

### Disco Track

Get 100,000 points in stunt mode

### Oasis Track

Get 250,000 points in stunt mode

### Warehouse Track

Get 500,000 points in stunt mode

### Obstacle Course

Get 1,000,000 points in stunt mode

### BATTLE ARENAS

#### Downtown

Get 100 kills in battle mode

#### Plaza

Get 250 kills

#### Roadkill

Get 500 kills

#### Factory

Get 1000 kills

## EXTRA CARS

### Venom Car

Collect all silver coins in stunt mode

### Crusher Car

Collect 16 gold coins

### Euro LX Car

Collect 24 gold coins

### GX-2 Car

Collect half of the gold coins in race mode

### Mini XS Car

Collect 36 gold coins

### Panther Car

Collect all gold and silver coins in both race and stunt mode.

### Turbo Start

For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, you car should get off to a flying start!

Circuit / Race.....Password  
Beginner 4 .....WX1QQ6FDC  
.....XBDWCLCTYC

Beginner 5 .....BY17QQBHW  
.....YBFLD@CJFD

Beginner 6 .....WY17QJL8C  
.....WJWDG6%  
Beginner 7 .....B17QQWKC  
.....BMLFLD@MD

Beginner 8 .....W17QQ6LLD  
.....XNFWWDQ2D

Intermediate 2 .....XB@#T3LGB  
.....FWB6C2B42C

Intermediate 3 .....C@#T36WDLB  
.....LBCWFBCQ3C

Intermediate 4 .....XC@#T36FNB  
.....VBD6GQC%2C  
Intermediate 5 .....CD@#T3BQB  
.....YBFB1LDW9C

Intermediate 6 .....XD@#T3LJT  
.....BG6K2DWQD

Intermediate 7 .....F@#T3WKWB  
.....WJWL@DYMD  
Intermediate 8 .....XF@#T36LZB  
.....HCK6MLF6LD

Intermediate 9 .....CG@#T3BN4B  
.....XLWP@FW#D

Intermediate 10 .....XG@#T3LP6B  
.....MCPLRLGQVD

Extreme 2 .....WBBBWMCD  
.....KWDWBQBN2B

Extreme 3 .....FXBBBBDJB  
.....TBH6B6BTFC

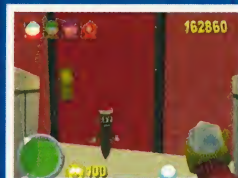
Extreme 4 .....IXBBB8FLB  
.....IWL6C8BDC

Extreme 5 .....FYBBBBDQB  
.....8BMBD6CGIC

Extreme 6 .....IYBBB8JTB  
.....WQ6BDB4WC

## SOUTH PARK

FUNCTION.....CODE  
All cheats .....BOBBYBIRD  
Level select .....THEEARTHMOVED  
Invincibility .....ASSMAN  
All weapons .....FATKNACKER  
Unlimited ammo .....FATTERKNACKER  
Skinny mode .....VEGGIEHEAVEN  
Big head mode .....MEGANOOGGIN  
Pen & Ink mode .....PLANARIUM  
View credits .....SCREWYOUUGUYS  
All characters .....OMGTKKYB  
Officer Barbrady .....ELVSLIVES  
Mr Mackey .....CHEATINGISBAD



Philip .....PHART  
Terrence .....RAFT  
Mr Garrison .....DOROTHYSFRIEND  
Chef .....LOVEMACHINE  
Wendy .....CHECKATACO  
Pip .....FISHNCHIPS  
Ike .....KICKME  
Mrs Cartman .....ALLWOMAN  
Mephisto .....GOODSCIENCE  
Jimbo .....STARINGFROG  
Ned .....HAWKING  
Big gay Al .....AIOUTRAGE  
Alien .....MAJESTIC  
Starvin Marvin .....SLAPUPMEAL



Extreme 7 .....FIBBBWYKWB  
.....CCWBGQDYFC

Extreme 8 .....IIBBBW8L4B  
.....JX1LG2DNVC

Extreme 9 .....F2BBBWDN6B  
.....MC56GLFQXC

Extreme 10 .....I2BBBWNBP@B  
.....X8BH@FWDD  
Extreme 11 .....F3BBBWWYQBC  
.....RC%LJLJFD

Extreme 12 .....I3BBBWR8DC  
.....XCXKWGLDD

Extreme 13 .....F4BBBWDVJC  
.....5CD7L@GTCD

Extreme 14 .....4BBBWNWNC  
.....XHXMBHGC#C

Extreme 15 .....F5BBBWWYXYC  
.....?CM7M2HLTD

Extreme 16 .....I5BBB8Y8YC  
.....GYMXNWBFD

Extreme 17 .....F6BBBWD24C  
.....HDRMPGK63C

Extreme 18 .....I6BBBWN3@C  
.....NYW7PLKYWC

Extreme 19 .....F7BBBWWY4BD  
.....VDYQCGLNGC

Extreme 20 .....I7BBB85JD  
.....XY3MQ6LN3C

## SCARS

Enter these codes on the option menu  
LGSSSX.....Crystal cup

CRKKYY.....Diamond cup

DZPKKK.....Zenith cup

PXPRTSMaster mode, compete with all hidden cars

SDSSRT.....Scorpion car

TRTTL.....Cobra car

NRNNRR.....Cheetah car

YMSTTR.....Panther car

WLLVDD.....All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

## SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to

revert to normal and walk through the maze as if it was a normal area.

## SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. start a new save slot on your controller pak and call it 'Wampa Stompa' (each ' ' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

### View end sequence

End your name as \_Credits

### Plat as Wampa

On the "Escape From Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control this new-found character, push Down to give him Hamill type scars.

### Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

### Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

### Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

### Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as Wampa Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad Left
4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.
5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.
6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

## STARCRAFT 64

Some brand new cheats to help keep







your head above the stars – may the force be with you.

## Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game.

## 1080° SNOWBOARDING

### Dragon Cave

Select Match Race and finish all courses in hard mode.

### Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

### Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

### Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

### Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right and press A on his statistics screen.

### Deadly Fall

Select deathmatch, and finish all courses in expert mode.

## SOUTH PARK RALLY

### Hidden Characters

Complete these tasks

### Mr Garrison

Finish Rally Days 2 race

### Mr Mackey

Finish Spring Cleaning race

### Big Gay Al

Finish Pink Lemonade race

### Mephesto

Finish 4th July race

### Grandpa

Finish Halloween race

### Jesus

Finish Christmas race

### Satan

Finish New Years Day race

### Ned

Finish 4th July race with Kyle

### Damien

Finish Halloween race with Kenny

### Visitor

Collect two pot pies in Memorial

### Ike

Collect the item on the plane wing in the Memorial Day race

### Terrence/Phillip

Collect 4 Gold Cows on the Christmas Day Race

## SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the

analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

### Turbo Start

Tap A repeatedly when ready appears at the start.

### Quicksand Valley

Get gold on courses 1 to 6.

### Ninja Land

Get gold on silver mountain

### Play as Ninja

Get gold on Ninja land

### Silver Mountain

Get gold on Quicksand Valley

## SPACE STATION: SILICON VALLEY

### Alternate Introduction Sequence

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

### Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

### Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

### World Codes

Enter these codes on the level select screen to open the desired world.

### Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

### Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

### Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

## Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

## Control Room

Up, Down, L, Z, Down, Right, Z, Down

## STAR SOLDIER

### Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

## STAR WARS: EPISODE ONE

### Battle For Naboo

When is a video game not a videogame? The answer is when it thinks it is a DVD! If you want to unlock some DVD-style extra features on this new Star Wars N64 game, then enter: **KOOLSTUFF** on the code input screen. If the code is successful, you will be granted access to bonus art material. This material shows the early sketches and designs for the game.

### TALKTOME

When this is entered you'll be given a full running commentary with insights into how the game was made, for every single level!

### PATHETIC

This will give you infinite lives but, sadly, will also mean you are denied any medals!

### EWERDEAD

This code will make every enemy die with just one shot. That will help you go easy on your trigger finger!

### RUAGIRL?

This code will turn your ship a lovely shade of pink. Pretty!

### OVERLOAD

This will give you advanced statistics for your craft.

### NASTYME

Want to make the game tougher? If you do then this is the code for you!

### LOVEHUTT

If you are really desperate, this code will make it possible to see the team that created the game. Don't worry, none of it is saucy!

### DROIDEKA

If you would love to get your hands on the kind of shields the Droideka destroyer robots have, then entering this code will grant you that wish!

## STAR WARS RACER

To enter the following codes, select a

position marked

'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

### Dual Control

Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

### Mirror Mode

RRTHEBEAST then enter the cheat menu to turn on the mirror option.

### Debug Menu

RRDEBUG to access the debug option.

### Invincibility

RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

### Play as Cy Yunga

RRCCYUN

### Turbo Start

As the amber light and the number one are about to disappear, the accelerator for a boost.

### Have Six Pit Droids

RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

### Play as Jinn Reeso

RRJINNRE

### Taunt Your Opponent

Hold Z as you press A to start the race.

## Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code **RRTANGENTABACUS** before selecting End with the L button Start any race, pause the game and press Up, Left, Down, Right o the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

## STAR WARS ROGUE SQUADRON

### Fly the Tie Interceptor

Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password. Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

### Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

### Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

### Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

## PASSWORDS

### Infinite lives

GIVEUP

### Alternate Radar



## SPIDERMAN

The following codes are all entered in the Cheats Menu.

### Unlock Everything

Go to the Cheats Menu and enter the following code to unlock a whole load of stuff (includes costumes and comic books). **TRUBLEVR**

### Complete Gallery

If you want to have the complete gallery of characters, then simply type the following code! **WHOSINTGM**

### Full Health

For full health enter the

following code (remembering the space between HELP

and ME). **HELP ME**

### All-Powerful

If you fancy being an invincible web-slinger enter the following code. **TURTLE**

### Level Select

If you'd like to swing between any level you want, just type **LVLSKIPPER**

### Unlimited Webbing

You'll never run out of stick stuff with this password! **STICKYSTUF**

### Unlock Ben Reilly Costume

If you really have to be Ben Reilly, then type this password in to get that costume (again, remembering a space). **DA CLONE**

### Unlock Captain Universe Costume

If you would rather save the world as Captain Universe then type this code in! **POWCOSMIC**

### Unlock Peter Parker Costume

Forget the spandex, go for the natural look with the Peter Parker code. **MISTERMJ**

### Unlock Quick Change Spidey Costume

This allows you to wear the quick-change costume. **GTATNKFTS**

### Unlock Spider-Man 2099 Costume



This lovely little number gives you that futuristic look and causes the double the amount of damage! **SPTWOKNN**

### Unlock Spidey Unlimited

**Costume** This costume grants you unlimited stealth (note the space between the two words) **LIMITED ED**

### Unlock Symbiote Spidey Costume

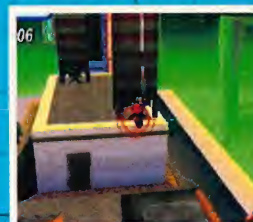
This suit grants you unlimited web fluid. Which is nice! **SYMBSPID**

### Unlock all Comic Books

If you're the lazy type, you can unlock all the comic books with this password. **CLTHMALL**

### Unlock all Slide Shows

See every piece of the story in one go. Go on, you know you want to! **SMESTORY**





## RADAR

**More A-Wings**  
ACE

**Millennium Falcon**  
FARMBOY

**All power ups**  
TOUGHGUY

**Bearded man on screen**  
HARDROCK

**View Credits**  
CREDITS

**Control AT-ST**  
CHICKEN

**View Movies**  
DIRECTOR

**Music Test**  
MAESTRO

**Open all levels**  
DEADBACK

**Change V-Wing into Flying Cadillac**  
KOELSCH

## SUPERCROSS 2000

**Freestyle Trick List**  
Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

**No hander**  
Up

**No Footer**  
Down

**Nac Nac**  
Left

**Pancake Whip**  
Right

**Rear fender grab**  
Up, Down

**Vertical fender grab**  
Down, Up

**Slide heel click**  
Right, Left

**Banzai**  
Left, Right

**Superman**  
Left, Down, Right

**Bar Hop**  
Up, Left, Up

**Saran wrap**  
Up, Right, Down

**Cliffhanger**  
Right, Down, Left

**Heel click**  
Down, Left, Up

**Nothing**  
Right, Up, Left

**Cordove**  
Left, Up, Right

**Can Can**  
Down, Right, Up

**Superman fender grab**  
Up, Left, Down

**No riders**  
when selecting an event tap the C up button to bring up a code screen and enter NORID3RS to make everyone invisible.

**Sheep racing**  
Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

## SUPER SMASH BROTHERS

**Change costumes**  
Press any of the C Buttons whilst you're on the character selection screen

**Play in the Mushroom Kingdom**  
Complete the game with all eight characters

**Play as Captain Falcon**  
Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

**Play as Luigi**  
Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

## Play as Jigglypuff

Complete the game as any character and then beat Jigglypuff in the battle that follows.

## Play as Ness

Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

## SUPERMAN

### Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

### Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

## SUPER MARIO 64

### Get 100 Lives from Yoshi

After getting 120 stars a cannon will appear by the water outside the castle. Shoot yourself onto the roof. Yoshi will give you 100 lives and then leave you.

## TARZAN

### Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

## THE NEW TETRIS

### Crazy Mode

Enter your name on the one player name entry screen as 2fast4u.

## TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

### Lines game

Enter the name LINES.

### Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

### New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

### View Credits

Enter CREDITS

## THE WORLD IS NOT ENOUGH

### EXTRA MODES

#### Golden Gun Mode

To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty. To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

#### FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid off any enemies! If you shoot it with a high-powered gun the extinguisher actually explodes!

#### EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

#### Air Raid Level:

Complete the Masquerade level on

"Agent" difficulty" in under 3:15.

#### Castle Level:

Complete the Subway level on "Agent" difficulty in under 2:15secs.

#### Sky Rail Level

Complete the Cold Reception level on "Secret Agent" difficulty in under 3:15.

#### Team King Of The Hill Level:

Complete the King's Ransom level on "Agent" difficulty in under 2:20.



## SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

### Classic Skins:

Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddjob, and Jaws.

### Contemporary Skins:

Complete the game under the "Agent" difficulty setting to unlock Alec Trevelyan, Wai Lin, Max Zorin, May Day, and Christmas Jones.

### Suit Skins:

Complete the Curious level on "Secret Agent" difficulty in under 2:00.

### Civilian Skins:

Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

### Covert Skins:

Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

### Soldier Skins:

Complete the Midnight



Departure level on "Agent" difficulty in under 3:05.

### Scientist Skins:

Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

## TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

## TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

### Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

### All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

### Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z



## TUROK

### FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

**Gives Everything**  
NTHGTHDGCRTDRK

**Show enemies**  
NSTHMDNT

**Quake Mode**  
CLLHTNMTN

**Vivid colours**  
LLTHCLRSFTHRNB

**Tiny enemies**  
ZDNCHN

**Pen and Ink mode**  
DLKTCR

**Disco mode**  
SNFFRR

**Gallery mode**  
THBST

**All weapons**  
CMGTSMMGGTS

**Infinite Ammo**  
BLTSSRRFRND

**Unlimited lives**  
FRTHSTHTRLSCK

**Spirit mode**  
THSSLKSL

**Credits**  
FDTHMGS

**Robin Mode**  
RBNSMTH

**Fly mode**  
LKMBRD

## TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

**Big Head mode**  
UBERNOODLE

**Stick Mode**  
HOLASTICKBOY

**Tiny Mode**  
PIPSQUEAK

**Zach's Cheat**  
AAHG00

**Pen and Ink**  
IGOTABFA

**Gouraud mode**

## WHATSATEXTUREMAP

**Blackout mode**  
LIGHTSOUT

**Juan's Cheat**  
HEERESJUAN

**Ultimate Code**  
BEWAREOBLIVIONISATHAND

## TUROK 3: SHADOW OF OBLIVION

Feel it's too tough for y'all? Want to make life easier for yourself? Well simply go the cheats section from the menu screen and try these codes out.

### Invincibility

Raven, Salmon, Eagle, Bear, Lizard, Rabbit.

### All Weapons

Owl, Bear, Owl, Insect, Hawk, Owl.

### Unlimited Ammo

Salmon, Elk, Bull, Snake, Eagle, Salmon.

## All Keys

Lizard, Dragonfly, Bull, Bear, Wolf, Eagle.

## Menu Madness

Rabbit, Owl, Horse, Insect, Bear, Bear.

## Stick Man mode

Horse, Eagle, Snake, Cougar, Insect, Salmon.

## Warp Level 1

Frog, Elk, Horse, Dragonfly, Wolf, Rabbit.

## Warp Level 2

Owl, Owl, Horse, Elk, Elk, Elk.

## Warp Level 3

Owl, Rabbit, Bear, Insect, Frog, Cougar.

## Warp Level 4

Bear, Horse Raven, Eagle, Horse, Coyote.

## Warp Level 5

Bear, Dragonfly, Horse, Bear, Frog, and Elk.







## ZELDA: MAJORA'S MASK

### Thieving Bird Problem

If you get hit by the bird in Termina Field you will lose one of your items. Thankfully, you can get it back. All you have to do is go to the Curiosity Shop at 10:00 (PM) and buy it back from the teller.

### Blast Mask Protection

While wearing the Blast Mask you would normally get hurt when you make it explode, but if you hold down the R button to put your shield up, you won't get any damage when you blow yourself up.

### Normal Link in the Termina Field

To do this you have to buy a magic bean and a bottle of water and

grow it in the Observatory Area (outside, where you get the Tear of Moon).

### Warp Ahead 12 Hours

Play the song entering the keys C-Right, C-Right, A, A, C-Left, C-Left. This will play a song that warps you ahead 12 hours. This can be used at any time in the game.

### Slow Down Time

If you play the Song of Time backwards, all time will go at about 1/3 it's normal rate. This is very useful for long dungeons and exploration!

### Beat the Ikana Knights Easily!

Insure that you have to get the Bunny Hood before you do this and then go to Ikana Kingdom. When you find and begin to fight the two knights quickly put the

mask on. If you play the music they will begin to dance and march. Change from the mask so that you can use your sword and attack them (This strategy does not work to Ikana King however)!

### Broken Signs?

If you've destroyed a sign, play the Song Of Healing: C Left, C Right, C Down. The sign will then repair itself.



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### Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

### Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade mode.

### Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

### Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

### View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

### Strip Mine Course

Finish season six in first place in all of the races.

### Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

### Bonus Cars

Complete the following seasons to access displayed cars:

SEASON ..... CAR  
2.....Type CE  
..(Toyota Celica) & Type IP (Isuzu P)

3 .....Type M3  
(BMW M3) & Type SP (Toyota Supra)

4 .....Type NS  
(Nissan Skyline) & Type RS (Ford RS 200)

5 .....Type Ps  
(Porsche 959) Mirror Milk Truck and Helmet Car

## TOP GEAR OVERDRIVE

### Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

### Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

### Alternate Credits

3, 3, 1, 2

### Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

### Open Season 4

2, 1, 1, 4, 3, 3, 1

### Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

### Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

## TWISTED EDGE: EXTREME SNOWBOARDING

### Hidden boarders

Get an overall ranking of first place on each difficulty mode in competition mode.

### Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

### Master Mode

Beat the game on the first three difficulty levels.

### Twisted Mode

Beat the game in master mode.

### Mirror mode

Beat the game in twisted mode.

### Boss Snowboard and Bob

Come first overall in the mirror course.

### Hidden G character

First stunt challenge mode with more than 28,000 points and get a first place rating.

### Quick Start

You should press up twice right after the word go vanishes.

## V-RALLY

### Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.

## VIGILANTE 8

### ENTER ALL CODES AS PASSWORDS

All cars  
GANGS\_UNLOCKED

Y the alien  
GIMMIE\_DA\_ALIEN

Same vehicles in multiplayer  
MIX\_MATCH\_CARS

Missile Power up  
MISSILE\_ATTACK

Invincibility  
LIVE\_FOREVER

Quick Firing weapons  
FIRE\_NO\_LIMITS

Low Gravity  
A\_MOON\_GETAWAY

Slow motion mode  
GO\_REALLY\_SLOW

Expert mode  
I\_AM\_TOUGH\_GUY

Level Select  
LEVEL\_SHORTCUT

View end sequences  
LONG\_SLIDESHOW

Ultra high resolution mode  
MAX\_RESOLUTION

### WWF: NO MERCY

### Hidden Wrestlers

If you highlight different wrestlers at the selection screen and then press the C-Left and C-Right buttons, you'll be able to access some really cool secret wrestlers!

## OUR UNDYING GRATITUDE...

...goes to Matthew Williams all the way over in sunny California who filled us in on few missing codes for Diddy Kong Racing! If you've got any to share with us, send them to:

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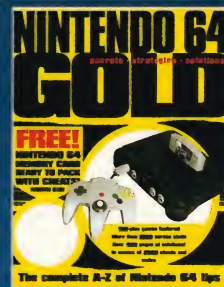
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## Top 20 Tones

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3	All For You	Janet Jackson	3741
4	Out Of Reach	Gabrielle	3763
5	Pure & Simple	Hear 'Say	3729
6	Clint Eastwood	Gorillaz	3721
7	Butterfly	Crazy Town	3744
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17	How You Like Bass	Norman Bass	3758
18	Salsoul Nugget	M&S/Girl Next Door	3742
19	Only For A While	Toploader	3757
20	Straight Up	Chante Moore	3745

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## Top Tones

0001 TAKE ON ME - A-HA	0272 AROUND THE WORLD	0330 THE DOLPHINS CRY - LIVE
0005 HALL THIS WAY - JEROSMITH	0273 AS LONG AS YOU LOVE ME - BACKSTREET BOYS	0331 THE GREAT BEYOND - BEN
0010 DON'T CRY FOR ME ARGENTINA - MADONNA	0274 BACK AT ONE - BRIAN MCKNIGHT	0332 THEN THE MORNING COMES - SMASH MOUTH
0017 BARBIE GIRL - AQUA	0275 THE FINAL COUNTDOWN - EUROPE	0333 THERE SHE GOES - THE LAS
0022 THE FINAL COUNTDOWN - EUROPE	0276 FRIENDS - GARY NEWMAN	0334 TOOK A MIRACLE - FRAGILE
0025 FRIENDS - GARY NEWMAN	0277 FUNKY TOWN - FUNKY BUNCH	0335 ONE LOVE - BOB MARLEY
0028 FUNKY TOWN - FUNKY BUNCH	0278 LET DOWN - BACKSTREET BOYS	0336 100% - ARTFUL DOODER
0031 LIGHT MY FIRE - THE ODORS	0279 BETTER OFF ALONE - ALICE DEEJAY	0337 TRAGEDY - STEPS
0034 THE LONG SLEEPS TONIGHT	0280 BELIEVE - CHER	0338 UP AND DOWN - VENGABOYS
0037 TIGHT AND SENSATION - THE SIMPSONS	0281 HOW TO MAKE YOU HAPPY - BRITNEY SPEARS	0339 WAITING FOR THE NIGHT - JENNIFER LOPEZ
0040 BLACK OR WHITE - MICHAEL JACKSON	0282 BURNING DOWN THE HOUSE - TOM JONES	0340 WEIR - KILLING HEIDI
0043 MONEY MONEY MONEY - ABBA	0283 CARLYN WARD - AQUA	0341 WE THINK IT'S LOVE - LEAH HAYWARD
0046 PRETTY FLY FOR A WHITE GUY - OFFSPRING	0284 CHANGES - 2PAC	0342 WHERE I'M HEADED - LEWE MARLIN
0049 ONE LOVE - BOB MARLEY	0285 FAITH - GEORGE MICHAEL	0343 WHY DOES IT ALWAYS RAIN ON ME - TRAVIS
0052 TITANIC BELLS - MIKE OLDFIELD	0286 FLYING WITHOUT WINGS - BROCKEN HEART - BRITNEY SPEARS	0344 WHY DON'T YOU GET A JOB - OFFSPRING
0055 YMCA - THE VILLAGE PEOPLE	0287 FROM THE BOTTOM OF MY BROKEN HEART - BRITNEY SPEARS	0345 YOU DON'T KNOW ME - ARMAND VAN HELDEN
0058 WANNABE - SPICE GIRLS	0288 GENIE IN A BOTTLE - CHRISTINA AGUILERA	0346 YOU GOT IT BEST - ROMAN KEATING
0061 CHILDREN - ROBERT MILES	0289 I GOTTA GIVE - LISA LOPEZ	0347 YOU SANG TO ME - MARC ANTHONY
0064 TWIGGY - ROTT & A NEW	0290 I'VE BEEN HANGING AROUND THIS TOWN - COUNTING CROWS	0348 HOLLER - SPICE GIRLS
0067 WILL SURVIVE - GLORIA GAYNOR	0291 I WANT IT THAT WAY - ENFEMER LOPEZ	0349 MUSIC - MADONNA
0070 BEAUTIFUL STRANGER - MADONNA	0292 I WANT YOU BACK - N SYNC	0350 THE REAL S.M. SHADY - EMINEM
0073 MATCH OF THE DAY - THEME	0293 JUST CAN'T GET ENOUGH - DEPECHE MODE	0351 SEX MACHINE - JAMES BROWN
0076 GOING TO RUL - VENGABOYS	0294 STARS AND STRIPES - NATIONAL ANTHEM	0352 SORRY - HARDEST HEARD - ETON JOHN
0079 IT'S NOT RIGHT - WHITNEY HOUSTON	0295 TEARS IN HEAVEN - ERIC CLAPTON	0353 DANCING QUEEN - ABBA
0082 LET IT BE - BEATLES	0296 UNDER THE SEA - LITTLE MERMAID	0354 I TURN TO YOU - MEL C
0085 LOVING MY RELIGION - BEN	0297 THONG SONG - SUGO	0355 ZORIONATION - KERNKRAFT 400
0088 SHOOT SONGS - SALT AND PEPA	0298 WILLIAMSON - R WILLIAMS	0356 STAN - EMINEM
0091 STARS AND STRIPES - NATIONAL ANTHEM	0299 WHAT A GIRL WANTS - CHRISTINA AGUILERA	0357 VINOLAD - FAT LES
0094 TEARS IN HEAVEN - ERIC CLAPTON	0300 SWEET LIKE CHOCOLATE - SHANAE AND DUSTY	0358 THE REAL S.M. SHADY - EMINEM
0097 UNDER THE SEA - LITTLE MERMAID	0301 DON'T CALL ME BABY - MADONNA AVENUE	0359 SKY - SONIQUE
0100 THONG SONG - SUGO	0302 CRAZY - BRITNEY SPEARS	0360 I BELIEVE I CAN FLY - R KELLY
0103 WILLIAMSON - R WILLIAMS	0303 ROOM ROOM ROOM - VENGABOYS	0361 KIDS - R WILLIAMS & KYLIE
0106 WHAT A GIRL WANTS - CHRISTINA AGUILERA	0304 BITTERSWEET SYMPHONY - THE VERVE	0362 PARALISE - BLUR
0109 SWEET LIKE CHOCOLATE - SHANAE AND DUSTY	0305 FALL APART - SUGAR RAY	0363 THE LONELY ONE - ALICE DEEJAY
0112 DON'T CALL ME BABY - MADONNA AVENUE	0306 ANGELS - R WILLIAMS	0364 WHO LET THE DOGS OUT - BAHIA MEN
0115 TEARS IN HEAVEN - ERIC CLAPTON	0307 ONLY KISS WHEN THE SUN DON'T SHINE - VENGABOYS	0365 FEEL THE BEAT - DARUDE
0118 UNDER THE SEA - LITTLE MERMAID	0308 YOU HAD MY LOVE - JENNIFER LOPEZ	0366 SILENCE - DELERIOUS
0121 THONG SONG - SUGO	0309 KING OF MY CASTLE - WANDOME PRODUCTIONS	0367 THE WAY I AM - EMINEM
0124 ANGELS - R WILLIAMS	0310 DON'T CALL ME BABY - MADONNA AVENUE	0368 AFRAID OF STRANGERS - IRON MAIDEN
0127 ONLY KISS WHEN THE SUN DON'T SHINE - VENGABOYS	0311 SCAR TISSUE - NO HOT CHILLI PEPPERS	0369 MONDAY MONDAY - RAINAS AND PAPAS
0130 YOU HAD MY LOVE - JENNIFER LOPEZ	0312 SHE'S SO HIGH - TAL BACHMAN	0370 BAT OUT OF HELL - MEATLOAF
0133 KING OF MY CASTLE - WANDOME PRODUCTIONS	0313 SHOW ME THE MEANING OF BEING LONELY - BACKSTREET BOYS	0371 MISSING YOU - PUFF DADDY
0136 TEARS IN HEAVEN - ERIC CLAPTON	0314 SOMETIM - SUGAR RAY	0372 THANK GOD I FOUND YOU - MARIAH CAREY
0139 ANGELS - R WILLIAMS	0315 STILL - MAC GYRAY	0373 THAT'S THE WAY IT IS - CELINE DION
0142 ONLY KISS WHEN THE SUN DON'T SHINE - VENGABOYS	0316 TAKE A PICTURE - FILTER	0374 THE END TONIGHT - THE BLOODSHED GANG
0145 YOU HAD MY LOVE - JENNIFER LOPEZ	0317 THANK GOD I FOUND YOU - MARIAH CAREY	
0148 KING OF MY CASTLE - WANDOME PRODUCTIONS	0318 THAT'S THE WAY IT IS - CELINE DION	
0151 TEARS IN HEAVEN - ERIC CLAPTON	0319 THE END TONIGHT - THE BLOODSHED GANG	
0154 UNDER THE SEA - LITTLE MERMAID		

## Films/TV

0005 JAMES BOND DOCTOR NO - THEME	0155 THUNDERBIRDS - THEME	0300 AMERICA (WEST SIDE STORY) - THEME
0008 EASTENDERS - THEME	0156 THUNDERBIRDS - THEME	0301 POSTMAN PAT - THEME
0012 THE FLINTSTONES - THEME	0157 TITANIC - FILM - THEME	0302 BABYLOON 5 - THEME
0015 HALLIWELL - THEME	0158 BEVERLY HILLS COP - AXEL F	0303 MONTY PYTHON'S FLYING CIRCUS - THEME
0018 BLACK OR WHITE - MICHAEL JACKSON	0159 LOONY TUNES - THEME	0304 DALLAS - THEME
0021 MISSION IMPOSSIBLE - THEME	0160 MONSTERS - THEME	0305 THE ENTERTAINER (THE STING)
0024 HAVE I GOT NEWS FOR YOU - THEME	0161 MUPPETS - THEME	0306 EUROVISION - THEME
0027 THE SIMPSONS - THEME	0162 PEANUTS - SHODDY - THEME	0307 BENNY HILL - THEME
0030 STAR WARS - THEME	0163 POPCORN - THEME	0308 KNIGHT RIDER - THEME
0033 SUPERMAN - FILM - THEME	0164 SESAME STREET - THEME	0309 INDIANA JONES - THEME

## Football Songs

4134 Glory, Glory	Man Utd, Spurs
4135 You'll Never Walk Alone	Liverpool
4140 Blue Is The Colour	Chelsea
4131 Coming Round The Mountain	Arsenal
3541 Marching On Together	Leeds Utd
3543 I'm Forever Blowing Bubbles	West Ham
3540 City T.I.Die	City
3544 When The Saints Go Marching In	Southampton
3546 Z Cars	Everton/Watford
3547 Fields Of Athenry	Celtic
4137 Keep Right On	Birmingham City
4138 Blue Moon	Man City
4132 Daydream Believer	Sunderland
3133 Dallah	Stoke
4135 Here We Go Again	Any Team
0221 Match Of The Day	Theme
4138 Nay Nay Never	Burnley
4139 Play Up Pompey	Portsmouth
1514 Vindaloo	England
3548 The Great Escape	Shef Wednesday



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WHAT TOOK YOU SO LONG EMMA BUNTON  
Code-3751

**GRAPHIC OF THE WEEK**  
hear's say  
4117

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Films/TV	1671	1835	0609
1716	1717	1719	1720
1730	1725	1727	1721
0675	0667	1726	0677
0682	0686	0682	0707

Music	1555	4111	4151
4152	4171	0845	4153
4164	4173	4110	4002
1728	1328	1668	1669
1672	1673	1674	1675
1677	1678	ABBA	1679
1682	1683	1684	1685

Football	4254	4243	4244
4262	1660	4246	1658
3509	1469	4247	3930
1653	4240	3501	3945
1660	1571	3934	1546
3932	3933	3939	3961
3937	3949	1472	3946
3942	3943	3947	3514

Cars	0500	0502	4020
0507	0517	4032	4023
0525	0533	4031	4033
0543	0510	4044	4043

Toons & Games	1715	0436
1662	1712	0452
1713	4098	4100

Plus...	0471	1665	0432
1563	0430	1479	
1554	0567	1898	
0635	0569	0457	

-927192) om Ireland - 1580-927-193]		0635	0569	0457
.co.uk		Lovers Corner		 2872
D GRAPHICS		 2732	my angel  2754	 2800
		EX-  2770	I  YOU 2762	 2789
		LOVE YOU  2736	 2797	My Valentine  2794
		Flirt me  2771	LOVER  2764	love  you 2841



# NINDEX

## NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

## GENRE DESCRIPTION

- ADVENTURE** Games involving exploration and problem-solving
- BEAT-'EM-UP** Fighting games, rather obviously!
- PARTY/PUZZLE** Designed for multiple players, or a brain teaser
- PLATFORM** Games that involve precise jumps and acrobatics
- RACING** Mostly (but not always) involving cars racing each other
- SHOOT-'EM-UP** The main objective? Kill 'em all!
- SPORTS** Football, basketball, American football, golf... whatever you're into
- STRATEGY/SIMULATION** Games that test your brain rather than your reflexes

## The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game 64 MAGAZINE has ever reviewed in an ultra-condensed form, allowing you to compare the different titles at a glance.

If you want to get the lowdown on any Nintendo game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every so often we review the scores to see if the games still deserve them. If you need game information then this is exactly where you need to look!

**90% AND ABOVE**

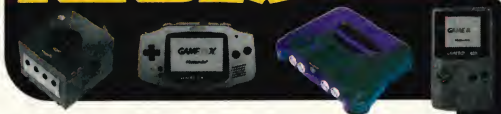
If a game gets a 64 Sizzler then it's a game that's well worth buying.







**95% AND ABOVE**

The Gold Medal Award only goes to those few games that you absolutely *must* own!







Game Name	Company	     	Issue	Score	Comment	
1080° Snowboarding	Nintendo	1-2	●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	● ● ● ● ●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	● ● ● ● ●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	● ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	● ● ● ● ●	15	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2	● ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	● ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball 2000	Acclaim	1-4	● ● ● ● ●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	● ● ● ● ●	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	● ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4	● ● ● ● ●	34	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4	● ● ● ● ●	45	69%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4	● ● ● ● ●	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4	● ● ● ● ●	36	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4	● ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	● ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	● ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Banjo-Toonie	Nintendo	1-4	● ● ● ● ●	48	95%	More crazy platform adventuring, only even better!
Bassmasters 2000	THQ	1-2	● ● ● ● ●	36	84%	Surprisingly playable fishing game.
Batman Of The Future: Return Of The Joker	Ubi Soft	1	● ● ● ● ●	46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
Battletanx	3DO	1-4	● ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	● ● ● ● ●	37	88%	Much Improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	● ● ● ● ●	37	69%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4	● ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	● ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	● ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	● ● ● ● ●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1	● ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	● ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	● ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	● ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6	● ● ● ● ●	45	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2	● ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	● ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	● ● ● ● ●	22	90%	As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2	● ● ● ● ●	26	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2	● ● ● ● ●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1	● ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	● ● ● ● ●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	● ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	● ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	● ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	● ● ● ● ●	34	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1	● ● ● ● ●	18	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2	● ● ● ● ●	8	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1	● ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Conker's Bad Fur Day	THQ	1-4	● ● ● ● ●	52	96%	The slickest, funniest, most involving platform adventure on the N64!
Cruis'n Exotica	Midway	1-4	● ● ● ● ●	49	29%	More dull driving from the <i>Cruis'n</i> series. Shame.
Cruis'n USA	Nintendo	1-2	● ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	● ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	● ● ● ● ●	37	83%	A fun little golf game with some nice features!
Daiikatana	Kemco	1-4	● ● ● ● ●	38	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	● ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	● ● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	● ● ● ● ●	7	84%	Fun mix of racing and exploration.
Donald Duck: Quack Attack	Ubi Soft	1	● ● ● ● ●	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.

## OUR TOP TEN!

91

### 1: CONKER'S BFD



### 2: PAPER MARIO



### 3: PERFECT DARK



### 4: BANJO-TOONIE



### 5: TOM AND JERRY



### 6: STARCRAFT 64



### 7: SIN 'N PUNISHMENT



### 8: GOLDENEYE



### 9: ZELDA 2



### 10: ZELDA







## 64 TOP SHOOT-EM-UPS



- 1 Perfect Dark 98%
- 2 Goldeneye 95%
- 3 Sin 'n' Punishment 95%
- 4 TWINE 94%
- 5 Quake II 93%

Game Name	Company	Icons	Issue	Score	Comment
Donkey Kong 64	Nintendo	1-4	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2	9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	45	85%	Humorous cartoon escapade with Buck Rogers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	7	81%	Good conversion of the PC one-liner.
Duke Nukem: Zero Hour	GT Interactive	1-4	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard.
EPGA Tour Golf	Infogrames	1-4	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4	41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Wbi Soft	1-2	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	24	89%	Best of the <i>FIFA</i> series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	9	80%	Vastly better than <i>FIFA 64</i> , but now replaced by <i>FIFA '99</i> .
Fighter's Destiny	Ocean	1-2	11	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak	1-4	44	78%	Above average beat-'em-up offering nothing new over the original.
Fighting Force 64	Crave	2	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	30	78%	Fun fighting game, though it's not exactly <i>Street Fighter</i> !
Forsaken	Acclaim	1-4	14	86%	A kind of turbo <i>Descent</i> – good, but some levels very short.
F-Zero X	Nintendo	1-4	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1	39	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	44	80%	Challenging adventure with a few flaws and some nice scenery.
Hey You, Pikachu!	Nintendo	1	48	75%	Talk to the Pokémon in this novel yet ultimately disappointing virtual pet title.
Hexen	GT Interactive	1-4	5	30%	Completely crap port of the PC <i>Doom</i> -with-wizards title.
Holy Magic Century	Konami	1	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	17	83%	Odd mix of racer and platformer that's quite good fun.
Indiana Jones And The Infernal Machine	LucasArts	1	50	90%	Move over <i>Lara</i> , there's a new adventurer in town!
Indy Racing 2000	Take 2	1-2	43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4	44	90%	Fantastic footie fun but not really any better than <i>ISS '98</i> .
ISS 64	Konami	1-4	3	93%	Excellent footy game, now bettered by <i>ISS '98</i> .
ISS '98	Konami	1-4	18	95%	The best football game ever. Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	41	78%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	8	60%	Another <i>J-League</i> game with comedy players.
J-League Perfect Striker 2	Konami	1-4	31	88%	Japanese <i>ISS</i> update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	8	76%	Syrup-sporting American football game.

## 64 TOP FIGHTING GAMES



- 1 Tom and Jerry 95%
- 2 WWF No Mercy 95%
- 3 WWF Wrestlemania 2000 93%
- 4 Super Smash Bros 87%
- 5 WWF Warzone 86%





Game Name	Company	Issue	Score	Comment
Ken Griffey Jr's Slugfest	Nintendo	4	29	70% Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	3	70% Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4	40	86% Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4	22	26% Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	33	90% Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	96% Nintendo's tour de force – one of the best games ever written!
The Legend Of Zelda: Majora's Mask	Nintendo	1	47	95% Worthy sequel to a truly legendary Nintendo game!
Lode Runner	Infogrames	1	28	82% Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	34	76% Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	21	90% Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	5	87% N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	70% Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	80% Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	65% Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	29	88% Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	78% Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	80% Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	47	80% More of the same, although the original was better.
Mario Tennis	Nintendo	1-4	44	92% Top tennis action from Mario and his crazy mates!
Mega Man 64	Capcom	1	51	58% Mega Man gains a new dimension and loses all his playability!
Michael Owen's WLS 2000	THQ	4	31	90% Excellent football game with hi-res graphics as standard.
Mickey's Speedway USA	Nintendo	1-4	48	92% Top cartoon racer from those game-masters at Rare.
Micro Machines 64 Turbo	Codemasters	1-8	23	90% Superb eight-player (yes, eight) party racing game.
Midway's Arcade Greatest Hits: Volume 1	Midway	1-2	48	85% Compilation of six classic arcade games from Midway.
Mike Piazza's Strike Zone	GT Interactive	1-2	30	40% Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	33	73% Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1	7	82% Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1	18	48% Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	9	46% Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	31	54% Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	19	80% Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2	3	32% Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	5	52% Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	13	80% Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	26	85% Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	20	52% Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	10	65% Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	16	85% Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	5	45% Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	39	70% Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	22	83% Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	35	84% One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	36	75% Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	22	75% Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	12	70% Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	27	59% Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4	42	78% Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	22	85% American football game played for laughs and arcade-style action.
NFL Blitz 2001	Midway	1-4	48	91% Super-fast, ultra-violent arcade-style American football.
NFL Quarterback Club '98	Acclaim	1-4	7	80% Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	21	89% Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4	34	90% The best American football game you can buy.
NHL '99	EA Sports	1-4	20	88% The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	12	80% Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	25	74% Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1	24	55% Dog-rough attempt at a horror game.

## 64 TOP ADVENTURE GAMES



- 1 Zelda 96%
- 2 Zelda 2 95%
- 3 Paper Mario 95%
- 4 Resident Evil 2 94%
- 5 Silicon Valley 87%

## 64 TOP PLATFORM GAMES



- 1 Rayman 2 96%
- 2 Banjo-Toole 95%
- 3 Rayman 2 94%
- 5 Donkey Kong 64 93%
- 5 Super Mario 64 92%

## 64 TOP 4-PLAYER GAMES



- 1 Perfect Dark 98%
- 2 Goldeneye 95%
- 3 ISS 98 95%
- 4 WWF No Mercy 95%
- 5 Banjo-Toole 95%



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## 64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 F-1 World Championship 94%
- 3 Miceys Speedway USA 91%
- 4 Ridge Racer 64 91%
- 5 Micro Machines Turbo 64 90%

## 64 TOP SPORTS GAMES



























































































































































































































































- 1 ISS '98 95%
- 2 Tony Hawk's Pro Skateboarder 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%

Game Name	Company	Issue	Score	Comment
Nuclear Strike	THQ	1	42	80% Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	17	27% Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle: Person Of Lordly Caliber	Atlus	1	47	69% Tactical RPG that will only appeal to a very specific kind of gamer...
Olympic Hockey '98	GT Interactive	1-4	12	70% Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.
Paperboy	Midway	1	34	41% Horribly ill-conceived attempt to update a classic arcade game.
Paper Mario	Nintendo	1	51	95% Mario proves that RPGs can be fun for everyone... extremely good fun!
Penny Racers	THQ	1-4	23	66% Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4	41	98% The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1	1	76% Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Puzzle League	Nintendo	1-2	52	87% Yet another addictive puzzle title... this time with Pokémon in it!
Pokémon Snap	Nintendo	1	45	90% The N64's first shoot-'em-up without any guns in it!
Pokémon Stadium	Nintendo	1-4	39	88% Batter insufferably cute monsters to death in gladiatorial-style arenas!
Power Rangers: Lightspeed Rescue	THQ	1-2	50	-25% Probably the worst game in the world. Ever.
Premier Manager 64	Gremlin	4	29	85% Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2	8	89% Simple but horribly addictive <i>Tetris</i> -style puzzler.
Puzzle Dama	Konami	1-4	16	80% Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2	13	74% Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4	30	93% Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	25	87% Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2	34	90% Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2	21	79% Quirky fighter for younger gamers - not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	26	25% Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	13	38% Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4	42	82% Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1	33	94% Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	34	75% Unsuccessful N64 port of the much better Dreamcast game.
Ready 2 Rumble: Round 2	Midway	1-2	49	59% More nice looking but ultimately disappointing pugilism from Midway.
Resident Evil 2	Virgin/Capcom	1	35	94% Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4	30	80% Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4	38	91% The best version of <i>Ridge Racer</i> so far & the hottest racing game on the N64!
Road Rash 64	THQ	1-4	34	79% Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	33	86% Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	17	79% No-nonsense classic-style shooter - prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1	34	91% Weird platform adventure with realistic physics.
Rugrats In Paris	THQ	1-4	51	80% Title for younger players with some nice mini-games. A little dull in places.
Rugrats Treasure Hunt	THQ	1-4	30	44% Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	22	80% <i>SF Rush</i> sequel - better handling, but less exploration.
San Francisco Rush	Midway	1-2	9	70% Racer with lots of stunts and secrets, but terrible controls.
San Francisco Rush 2049	Midway	1-4	46	90% The third - and best - racer in the <i>Rush</i> series!
SCARS	Ubi Soft	1-4	21	81% Good multiplayer racer, but doesn't have many tracks.
Scooby Doo: Classic Creep Capers	THQ	1	50	78% Attractive to look at but suffers from control and gameplay flaws.
Shadowgate 64	THE Games	1	30	45% Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1	30	90% Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	1	58% Duff <i>Star Wars</i> tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	12	60% Japanese text-filled version of the old PC game.
Sin And Punishment	Nintendo	1-2	49	95% Frenetic shoot-'em-up action just like it was in 'the good old days'.
Snowboard Kids	THE Games	1-4	11	83% Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4	26	80% Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	23	64% Iffy fast-buck licence based on the <i>Turok 2</i> game engine.
South Park Rally	Acclaim	1-4	35	73% Ingenious, but poorly-done twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1	20	87% Bizarre but engrossing adventure full of robot animals.
Spiderman	Activision	1	49	91% Platform adventure action with everyone's favourite wallcrawler.
Starcraft 64	Nintendo	1-2	42	95% The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1	25	42% Nasty <i>Banjo-Kazooie</i> type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65% Poor attempt to do an <i>A-Type/Axelay</i> shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90% Superb <i>Star Wars</i> combat game, but can get rather repetitive.





Game Name	Company	    	Issue	Score	Comment		
Star Wars: Episode 1 Racer	Nintendo	2	    	28	82%	Very fast, but too easy to provide long-term excitement.	
Star Wars Episode 1: Battle For Naboo	THQ	1	x	  	52	90%	Top Rogue Squadron-esque action with the Episode 1 characters.
Supercross 2000	EA Sports	1-2	    	35	62%	Turgid dirtbike racer let down by dog-slow control system.	
Superman	THE Games	1-4	    	30	14%	Truly appalling game with no playability at all.	
Super Mario 64	Nintendo	1	 	1	92%	The first, and still a great, N64 game.	
Super Robot Spirits	Banpresto	1-2	   	20	49%	Useless giant robot fighter.	
Super Smash Brothers	Nintendo	1-4	 	24	87%	Mario and friends hit each other. Top four-player fun.	
Tamagotchi World	Bandai	1-4	    	11	66%	Japanese board game based on Tamagotchis.	
Tarzan	Activision	1	    	39	85%	Cute cartoon platform adventures with Disney's apeman.	
Taz Express	Infogrames	1	   	40	82%	More mad cartoon fun from everybody's favourite Devil!	
Tetrisphere	Nintendo	1-2	 	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3D.	
TGR 2	Kemco	1-4	    	36	76%	Unexciting and frustrating rally racer.	
The New Tetris	Nintendo	1-4	    	32	80%	Yet another Tetris update, this time with a four-player mode.	
The World Is Not Enough	EA	1-4	    	47	94%	Bond returns in the game that Mission Impossible should have been!	
Tigger's Honey Hunt	Atlus	1-4	 	48	92%	Graphically gorgeous platform puzzler for the younger gamer.	
Tom & Jerry: Fists Of Furry	Ubi Soft	1-2	 	46	95%	Absolutely outstanding cartoon cat 'n' mouse beat-'em-up.	
Tonic Trouble	Ubi Soft	1	    	31	77%	Amusing platformer that's somewhat on the easy side.	
Tony Hawk's Skateboarding	Activision	1-2	    	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!	
Top Gear Overdrive	THE Games	1-4	   	22	65%	Lame follow-up to the much better Top Gear Rally.	
Top Gear Rally	THE Games	1-2	    	7	80%	Good racing game with excellent car handling.	
Toy Story 2	Activision	1	    	36	80%	Decent film conversion adventure.	
Turok 2: Seeds Of Evil	Acclaim	1-4	    	21	85%	Bloodthirsty and over-large game in the Doom mould.	
Turok: Dinosaur Hunter	Acclaim	1	    	1	70%	First in the series, plagued by fogging and annoying platform bits.	
Turok: Rage Wars	Acclaim	1-4	    	33	90%	Excellent deathmatch blaster with very tough bot opponents.	
Turok 3	Acclaim	1-4	    	44	92%	Top-class first-person shoot-'em-up action!	
Twisted Edge Snowboarding	THE Games	1-2	    	22	70%	Good-looking game let down by duff controls.	
V-Rally '99	Infogrames	1-2	   	21	60%	Poor conversion of a good PlayStation game.	
Vigilante 8	Activision	1-4	    	25	85%	Aggressive car-based battle game set in the Seventies.	
Vigilante 8: Second Offense	Activision	1-4	    	36	93%	Gun-toting, wheel-spinning sequel.	
Virtual Chess	Titus	1-2	    	19	65%	It's a lot cheaper just to buy a chess set!	
Virtual Pool 64	Interplay	1-4	    	24	84%	Nearly as good as playing the real thing!	
Waialae Country Club	Nintendo	1-4	 	18	15%	Another dreadful golf game.	
War Gods	GT Interactive	1-2	 	6	40%	Completely stupid fighter with crap characters.	
Wave Race 64	Nintendo	1-2	    	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.	
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	    	5	78%	Good for its time, but now superseded.	
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	    	10	78%	Update of the above, but no longer the best around.	
WCW Vs NWO World Tour	THQ	1-4	    	9	83%	Good multiplayer game, outdone by WWF Warzone.	
WCW Vs NWO Revenge	THQ	1-4	   	20	85%	Update of WCW Vs NWO World Tour, slightly better.	
WCW Nitro	THQ	1-4	    	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.	
Wetrix	Ocean	1-2	    	16	85%	Fantastic water-based puzzle game.	
Wheel Of Fortune	Gametek	1-3	   	10	30%	Pathetic, Jenny Powell-free US version.	
Winback: Covert Operations	Virgin	1-4	    	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.	
Wipeout 64	Midway	1-4	    	21	80%	Exciting future racer, but struggles with more than two players.	
World Cup '98	EA Sports	1-4	    	14	86%	Yet another update of FIFA.	
World Driver Championship	Midway	2	    	29	77%	Disappointing racer that lacks thrills.	
World Soccer 3	Konami	1-4	    	9	86%	Japanese version of ISS 64.	
Worms: Armageddon	Infogrames	1-4	   	33	94%	Simple but fantastically playable invertebrate combat.	
WWF Attitude	Acclaim	1-4	    	30	87%	Takes Warzone's place as the best wrestling game.	
WCW Mayhem	EA	1-4	    	34	74%	Feeble crack at a wrestling game.	
WWF No Mercy	THQ	1-4	    	45	95%	The best wrestling game in the world... ever!	
WWF Warzone	Acclaim	1-4	    	17	86%	Decent wrestler, now superseded by WWF Attitude.	
WWF Wrestlemania 2000	THQ	1-4	    	34	93%	The N64's best wrestling game bar none!	
XG2	Acclaim	1-4	    	20	70%	Sequel to Xtreme G, but nowhere near as playable.	
Xena: Warrior Princess	Titus	1-4	   	34	85%	Fast and enjoyable mythological beat-'em-up.	
Yoshi's Story	Nintendo	1	   	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.	

## 64 TOP

### PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Pokémon Puzzle 87%
- 5 Wetrix 86%

## 64 TOP

### STRATEGY SIMULATION GAMES



- 1 Starcraft 64 95%
- 2 Command & Conquer 90%
- 3 Premier Manager 64 85%
- 4 Blast Corps 80%
- 5 Ogre Battle 64 69%

## 64 TOP

### BAD GAMES



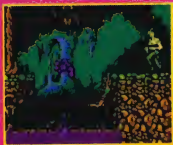
- 1 Power Rangers -25%
- 2 Carnageddon 0%
- 3 Clayfighter 8%
- 4 The Glory Of St Andrews 10%
- 5 Superman 14%





## 64 TOP

### GAME BOY COLOR TITLES



- 1 Tomb Raider 97%
- 2 Mario Tennis 96%
- 3 Cannon Fodder 95%
- 4 Lemmings 93%
- 5 TOCA: Touring Car 92%

Game Name	Company	Saves	Link-Up	Format	Issue	Score	Comment
Air Force Delta	Konami	Password		GBC	48	75%	Potentially good, ultimately disappointing, Afterburner imitation.
Aladdin	Ubi Soft	Password		GBC	46	65%	Dull Disney platformer – give Jungle Book a try instead.
Aliens: Thanatos Encounter	THQ	Password		GBC	51	85%	Enjoyable top-down Xenomorph-blasting action.
Alfred's Adventure	SCI	Password		GBC	44	80%	Finger-lickin' platform fun with a chicken called Alfred!
Antz Racing	EA	Password		GBC	50	93%	A movie licence that isn't a platform game... and it's great!
Batman: Chaos In Gotham	Ubi Soft	Password	●	GBC	47	79%	Fairly decent beat-'em-up with the 'Caped Crusader'!
Batman Of The Future	Ubi Soft	Password		GBC	46	45%	Incredibly dull fisticuffs with a futuristic crime-fighter.
Blade	Activision	Password		GBC	49	76%	Another great movie gets the duff game treatment!
Buzz Lightyear	Activision	Password		GBC	60	55%	Missed opportunity to do something special with a great character.
Cannon Fodder	Codemasters	To cart		GBC	48	95%	Highly amusing, tremendously addictive arcade-style war game.
Cool Bricks	SCI	Password		GBC	44	90%	Tremendously fun bat 'n' ball game in the Arkanoid mould.
Croc	THQ	Password		GBC	43	68%	Repetitive and a little frustrating – shame!
Croc 2	THQ	Password		GBC	51	85%	Croc goes all Zelda for his second GBC title, and it's a definite improvement!
CyberTiger	EA	Password	●	GBC	46	90%	A damn fine golf game – even without Mario in it!
Dalibatra	Kameo	To cart		GBC	45	92%	Top time-travelling RPG-style action-adventure with dodgy dialogue.
Dinosaur'us	EA	To cart		GBC	49	74%	Dull platform adventuring with Pokémon-style combat.
Disney's Dinosaur	Ubi Soft	To cart		GBC	45	85%	Enjoyable dinosaur romp for the younger Game Boy Color owners.
Donald Duck	Ubi Soft	Password		GBC	46	90%	Duck-tastic (sorry) platforming adventures with Uncle Donald!
Donkey Kong Country	Nintendo	To cart	●	GBC	47	90%	Tough but rewarding platform from those game-meisters at Rare!
Dukes Of Hazard	Ubi Soft	To cart		GBC	50	90%	Highly enjoyable free-roaming race 'n' chase action!
Emperor's New Groove	Ubi Soft	To cart		GBC	50	40%	Decent Disney movie = Duff Game Boy Color platform game!
F-Zero	Nintendo	To cart	●	GBC	52	92%	Super-fast racing – it's like having a SNES in your pocket!
Formula One 2000	Take 2	To cart	●	GBC	45	40%	Nice menu screens – incredibly dreary racing!
Godzilla: Monster Wars	Crave	Password		GBC	50	35%	Sad, awkward cash-in on the fairly duff movie.
Grand Theft Auto 2	Rockstar	Password		GBC	46	90%	Unscrupulously enjoyable game with a few minor flaws.
Grinch, The	Konami	Password		GBC	48	78%	Fairly average Pac-Man clone loosely based on the movie.
Harvest Moon 2	Ubi Soft	To cart	●	GBC	51	82%	More farming fun in the same vein as the first.
Hypoc: The Time Quest	Ubi Soft	Password	●	GBC	43	89%	Medieval platform adventuring with the Playmobil toys.
Inspector Gadget	Ubi Soft	Password		GBC	47	85%	An enjoyable platform game marred by annoying collision detection.
Jungle Book	Ubi Soft	Password		GBC	47	86%	Classy platform action based on a classic animated film.
Legend Of The River King 2	Ubi Soft	To cart	●	GBC	51	70%	Zelda-style fishing fun, if you like that kind of thing!
Lego Alpha Team	Nintendo	To cart		GBC	48	78%	Enjoyable, if slightly repetitive puzzle game with Lego characters.
Lego Stunt Rally	Lego Media	To cart		GBC	48	80%	A cross between Lego and Scalextric on the GBC!
Lemmings	Take 2	To cart		GBC	45	93%	Fantastic platform-puzzle fun with a bunch of tiny suicidal mammals.
Lion King, The	Activision	Password	●	GBC	52	72%	Nice looking but ultimately uninspiring platform game.
Lucky Luke	Infogrames	Password		GBC	45	68%	Very average and somewhat repetitive Wild West action.
Mario Advance	Nintendo	To cart	●	GBC	52	92%	Classic handheld gameplay with some fantastic visuals!
Mario Tennis	Nintendo	To cart	●	GBC	51	96%	It's game set and match to Mario and pals!
Magical Drop	Swing	No save	●	GBC	44	68%	Fairly average balloon-bursting Puyo-Puyo-style puzzle game.
Merlin	EA	Password		GBC	49	71%	Pretty average platform adventure with King Arthur's favourite magician.
Mickey's Speedway USA	Nintendo	To cart	●	GBC	52	92%	Game Boy Color racing the way Rare likes to do it!
Mr Driller	Namco	No save		GBC	50	91%	Incredibly simple yet ridiculously addictive arcade puzzle game.
Mummy, The	Konami	Password		GBC	48	79%	Retro platformer which requires a lot of thought and patience.
Obi Wan's Adventures	THQ	Password		GBC	49	91%	Atmospheric action/adventure with young 'Old Ben' Kenobi.
O'Leary Manager 2000	Ubi Soft	To cart	●	GBC	44	90%	Decidedly decent player-manager football title.
Perfect Dark	Nintendo	To cart	●	GBC	45	90%	Incredibly impressive but highly taxing shoot-'em-up action.
Player Manager	THQ	To cart		GBC	51	83%	Fairly playable game, if a little visually unexciting.
Pokémon Gold/Silver	Nintendo	To cart	●	GBC	50	90%	More 'collect 'em all' action with the Pokémon.
Pokémon Pinball	Nintendo	To cart		GBC	47	80%	Simple, addictive, playable pinball action... with Pokémon!
Pokémon Trading Card	Nintendo	To cart	●	GBC	47	86%	More Pokémon battling, only this time they're on cards!
Rayman	Ubi Soft	Password	●	GBC	43	87%	Immensely enjoyable platform action with a very strange hero!
Return Of The Ninja	Nintendo	Password		GBC	51	84%	Old-style platform action – top stuff!
Road To Eldorado	Ubi Soft	Password	●	GBC	44	63%	Another film licence, another dreary platformer – what are the odds?
Rugrats In Paris	THQ	Password		GBC	51	73%	Enjoyable platformer with some addictive mini-games.
San Francisco Rush 2049	Midway	Password		GBC	46	45%	A good contender for the worst GBC racing game ever!
Scorby Doo	THQ	Password	●	GBC	52	75%	Entertaining adventure romp that's a little too short.
Simpsons, The	THQ	Password	●	GBC	52	70%	Disappointing platform game that wastes a good licence.
Supercross	Infogrames	To cart		GBC	48	90%	Extremely impressive, pocket-sized motorbike racing.
Thunderbirds	SCI	Password		GBC	47	90%	Shoot the bad guys, rescue the good guys – FAB!
TOCA	THQ	Password		GBC	43	92%	Highly addictive and surprisingly realistic racing on your GBC.
Tomb Raider	THQ	To cart		GBC	43	97%	The best platform game on the Game Boy Color... ever!
Tom And Jerry	Ubi Soft	Password		GBC	46	85%	Fairly decent platform adventures with Jerry Mouse.
Toy Story Racer	Activision	Password	●	GBC	52	90%	Slightly unusual GBC racer that works rather well.
Turok 3: Shadow Of Oblivion	Acclaim	Password		GBC	44	50%	Dull and repetitive, despite an attempt at variety of gameplay.
UFC	Crave	No save		GBC	50	22%	Probably the most inappropriately named game ever!
Wacky Races	Infogrames	Password		GBC	43	79%	Colourful, fairly enjoyable, madcap racing action!
Xena: Warrior Princess	Nintendo	To cart		GBC	49	75%	More-or-less average Zelda-esque platform adventure.
Xtreme Wheels	Nintendo	To cart		GBC	49	65%	Rather frustrating BMX racing game which you'll quickly tire of.

## 64 TOP

### BAD GAME BOY COLOR TITLES



- 1 UFC 22%
- 2 Godzilla 35%
- 3 Formula One 2000 40%
- 4 Emperor's New Groove 40%
- 5 Batman Of The Future 45%



# Back Issues

## MISSED AN ISSUE OF 64 MAGAZINE?

Don't panic – you can still complete your collection, get hold of that exclusive review, read up on those all-important tips or find out about those hot new releases thanks to our Back Issues department.

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### IN ISSUE 52...

- Huge review of the funniest game on the N64 – *Conker's Bad Fur Day*!
- First ever reviews of hot new Game Boy Advance titles *F-Zero* and *Mario Advance*.
- Previews and reviews including *Earthworm Jim*, *Dr Mario* and *Pokémon Puzzle League*.
- Plus, news, tips and more!



## 64 MAGAZINE BACK ISSUES #53

### Back issues

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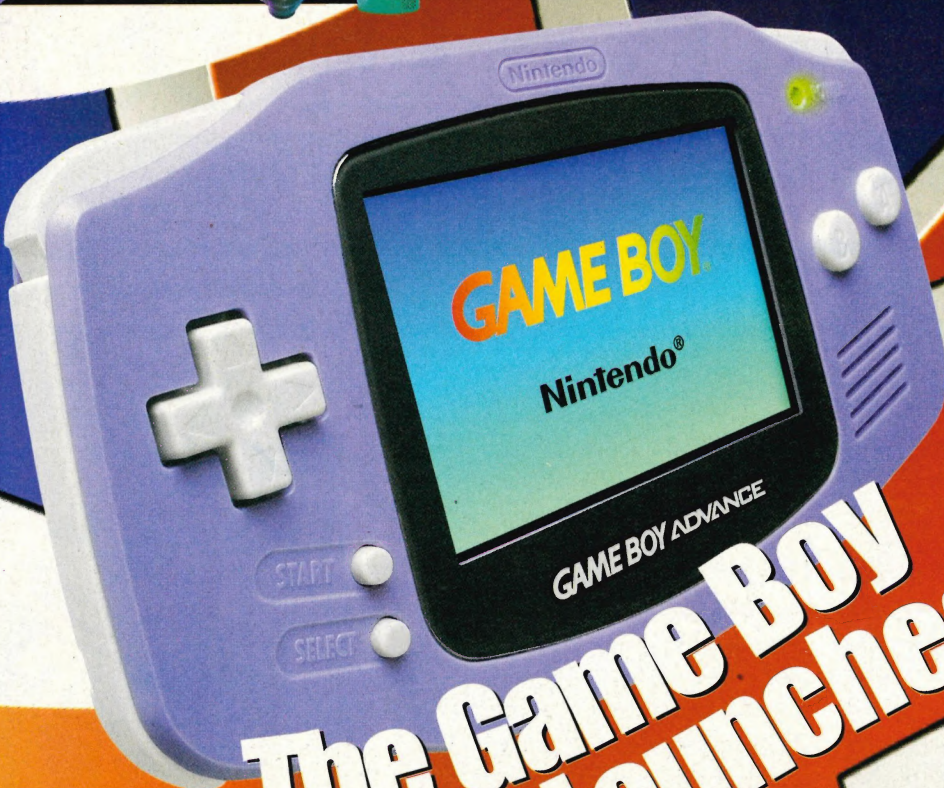




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